

# 100% PSP PLAYSTATION PORTABLE

# GOPLAY

The UK's best monthly PSP magazine



## EXCLUSIVE REVIEW!

# TEST DRIVE

*Unlimited*

REVIEWED

OH, THAT'S A BAD MISS!

## WORLD SNOOKER CHALLENGE 2007

Pot as many balls as you can with Sega's latest

PREVIEWED

SNEAKY SNAKE RETURNS

## METAL GEAR SOLID PORTABLE OPS

First play of 2007's biggest game!

## grand theft auto

*Vice City Stories*  
CHEATS, SECRETS & STRATEGIES —  
ESSENTIAL VICE CITY  
INFO INSIDE

## PSONE ON PSP

Downloads revealed

# 211

## PSP GAMES REVIEWED & PREVIEWED



ISSUE 14

£4.99



www.goplaymagazine.co.uk



**1. Is there a way I can use my PSP with the PS3?**

**2. Where can I find the best deals on PSP games?**

**3. Should I buy the Wii, PS3 or 360?**

**4. Statistically, what is the most successful chat up line?**

Text absolutely, positively any question you like to **82275**.

We text you back the answer.

Answers cost a pound. Go Play readers can get their first answer **FREE**.

Start your first text with GP to get this free offer.



**Got a question? 82ASK it.  
Text 82275 on your mobile.**

Questions sent to 82275 (82ask) cost normal rate. Answers cost £1, reverse billed to your mobile phone. Terms and Conditions apply. please see [www.82ask.com](http://www.82ask.com) for details.





**NEW YEAR, NEW** beginnings, for both the PSP and your favourite PSP magazine, Go>Play. You hold in your hands the final issue, but only final in the sense that you'll never have to make the trip to the newsagent to buy a copy ever again. From next month we'll be joining the digital age and Go>Play will become a downloadable magazine.

It will still have the same great news, previews and reviews for your beloved handheld – all you have to do is provide the paper.

As well as being able to view the magazine on a PC, we also plan to make it available to take a look at on your very own PSP, which means you can carry it with you at all times. Not only is it the epitome of convenience, think of all the trees we'll be saving!

Anyway, for this final issue we've got a huge exclusive review of Atari's *Test Drive Unlimited*. The game was a huge hit on the Xbox 360 and somehow the vast majority of the game has been shrunk down onto a tiny UMD. It's an amazing feat that has produced... well, we won't ruin it, just read the review to find out exactly what we thought of it.

We hope you've enjoyed reading Go>Play over the last 14 issues, we've certainly enjoyed making it. We also hope you like it in its new form just as much. Someone seems to think that the internet is the future, so we'll see you online.

**Simon Griffin,**  
Deputy Editor

## BIG THIS MONTH

**[58] COVER STORY TEST**  
**DRIVE UNLIMITED**

Atari's awesome racer comes to PSP

**[30] PREVIEW METAL GEAR SOLID:**  
**PORTABLE OPS**

We go hands-on with Snake's latest adventure

**[64] REVIEW PARAPPA THE RAPPA**

We check out the import version of this PSone classic



# CONTENTS

GOPLAY ISSUE 14



DRIVE OF YOUR LIFE

[58]

## TEST DRIVE

*Unlimited*

The best racer on PSP yet? Quite possibly

### REGULARS

#### [14] Insider

All the latest from PSP land, including:

- >> Sony finally kill off UMD movies as they cut a deal for downloadable films
- >> Brand new *Burnout* game comes crashing onto PSP – first screenshots!
- >> *Rocky Balboa* gets a PSP-exclusive movie tie-in, courtesy of Ubisoft



#### [26] PSPPost

Our letters bag was empty as usual, so 'thanks' everyone for all your brilliant input

#### [72] Widescreen

*Pirates of the Caribbean: Dead Man's Chest*, *Nacho Libre* plus more UMDs and DVDs reviewed

#### [104] Online

Learn what the future has got in store for your favourite magazine

#### [106] Directory

The definitive verdict on every PSP game

#### [114] Next month

And now, the end is near; and so we face the final curtain...

#### [79] Solutions

Need help on your PSP games? Then you've come to the right place!

- >> Secrets, cheats and more for *Grand Theft Auto: Vice City Stories* solved, plus a map to help you find all 99 red balloons
- >> Help with every single objective in *Medal Of Honor: Heroes*

#### [95] Connect

The bit in the magazine where we show you what else your PSP can really do...

- >> Amiga emulator
- >> Latest homebrew news
- >> New peripherals tested





# This month's games

## Reviews

### [58] TEST DRIVE UNLIMITED

You won't find this reviewed anywhere else, aren't we good to you?

- [65] Ape Escape Racer
- [70] Battlezone
- [69] Dungeon Siege: Throne Of Agony
- [64] Parappa The Rappa
- [68] Star Trek: Tactical Assault
- [66] World Snooker Challenge 2007

## Previews

### [30] METAL GEAR SOLID: PORTABLE OPS

We finally get to play on the next Metal Gear and it's a corker

- [42] After Burner: Black Falcon
- [41] Activision Hits Remixed
- [36] Arthur And The Invisibles
- [46] Cube
- [37] Free Running
- [35] Full Auto 2: Battlegrounds
- [36] Little Britain
- [39] M.A.C.H.: Modified Air Combat Heroes
- [44] MLB 07: The Show
- [45] Pocket Pool
- [46] Puzzle Quest: Challenge Of The Warlords
- [40] Sid Meier's Pirates
- [38] Spinout
- [34] The Warriors
- [43] Xyanide Resurrection

COMING SOON

[30]

# METAL GEAR SOLID: PORTABLE OPS



[39] M.A.C.H.



[42] AFTER BURNER: BLACK FALCON



FEATURE

[06]

# BACK TO THE FUTURE: PSONE ON PSP



[68]

REVIEW

# STAR TREK: TACTICAL ASSAULT



FEATURE

# TRADING PLACES

[58]











# BACK TO THE FUTURE

## PSONE ↓ ON PSP



**M**y name's Jonti. I live in Kyoto, Japan, and I'm fortunate enough to have been able to buy a PS3 at the system's launch here last month – in spite of the Chinese invasion. (I had to go all the way to Tokyo on the Shinkansen bullet train to make sure I got one, but it was well worth the trip for a 60GB monster.) Of course, I also have a PSP. Who doesn't?

For a while after the PS3's launch, it didn't seem like there was any real reason to connect the two machines. Remote Play is a neat feature, but it's not something I'm particularly bothered about. Anyway, all that changed in late November as Sony suddenly released the first wave of PSP-compatible original PlayStation games for download (via the PS3) through the Japanese version of its online PlayStation Store.

Part of the strength of the PSP as a games format is its ability to emulate other systems. And although much of what is available in this regard is legally dubious – you know what I mean – Sony is obviously very well aware of its hardware's impressive range of applications. And it also has a massive library of PSone titles that it could potentially re-sell as PSP downloads. This, then, is a match made in 32-bit heaven.

So, armed with my wife's Japanese credit card (don't worry, she knew all about it) and completely full of retro-excitement for the nine games on offer, I decided to set about the task of turning my PlayStation Portable into a bona fide handheld PSone. This is my story of USB cables, Memory Sticks, and *Bishi Bashi Special's* Uncle Launcher. Enjoy... ■





# PART ①: HOW IT WORKS

**T**he first thing I needed to rectify before even beginning to download was my lack of memory. I'm not an amnesiac but I had been making do with 256MB Memory Stick Duo for PSP usage.

Looking at the file sizes of the PSone games for download, though, it became apparent that I wouldn't even be able to play *Tekken 2* with that storage capacity. I made a quick bike ride to my local Matsuya Denki (a Japanese equivalent of Comet) and picked up a Sony-branded 1GB Memory Stick Pro Duo for ¥4700, which is about £20.

At last, I had everything assembled – PSP, 1GB Memory Stick inserted; USB cable; PS3. Ready to go. It's a simple concept: you log in to the PlayStation Store via your Playstation3, add your desired games to your virtual shopping trolley, then pay by credit card and download. Simple, yeah. At least, so I thought...

In fact, for better or for worse, there are a number of restraints and barriers that serve to protect Sony and its IP – but these, ultimately, are likely to prove

just a bit annoying for the end user. I was already aware of one hurdle – the necessity for a credit card issued in Japan – however, that had been jumped quite easily. (PS3 importers should note, though, that it's impossible for them to download Japanese PlayStation games to their PSPs unless they happen to have a Japanese credit card, which is probably about as likely as *Gran Turismo Mobile* being

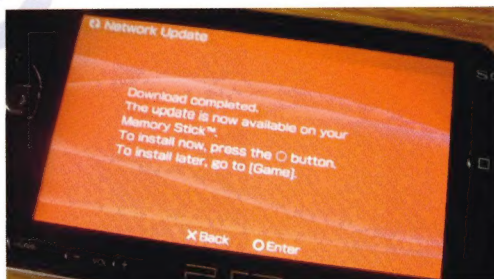


Some of the bare essentials: a PSP and a Memory Stick Duo with enough space for downloaded PSone games



I got my 1GB Memory Stick from the local branch of Matsuya Denki in Kyoto, Japan

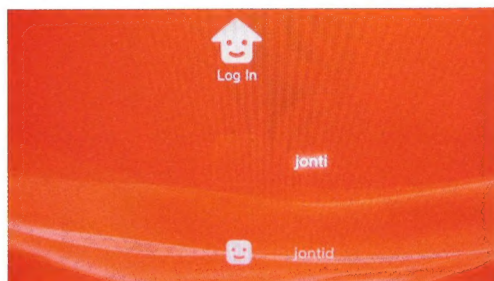




The PSP needs a firmware update before being playing PSone games. At the time of writing, version 3.0.2 is the file in question



Once the firmware update is installed, the PSP is ready for connection with the PS3



First things first: I log in to my PS3 account with my Japanese PlayStation3 ID.



PSone games can be downloaded from the PlayStation Store, which is accessible from the PS3's desktop.



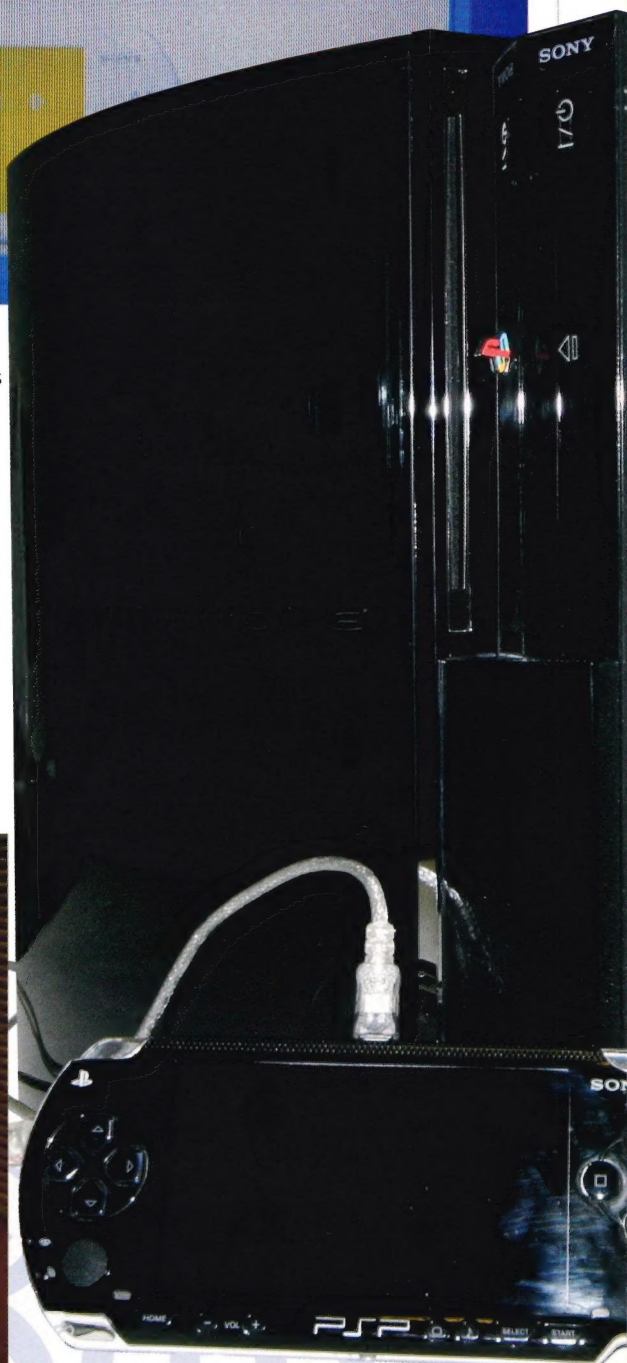
The Japanese PlayStation Store advertises PlayStation games as available for Y525. Click on the ad and you'll be taken directly to the full list of available games...



released anytime soon.) And another minor obstacle to progress was being forced to download a PSP firmware update (3.0.1) in order to play PSone games bought from the PlayStation Store.

The next disappointment came when actually downloading the games I'd paid for. I had assumed that there would be an option to save titles directly to the PS3's huge (and, in my case, mostly empty) hard disk for PSP access later on. But that's not the case. Click 'download' and you're prompted to connect a PSP, using a USB cable. Downloads go directly to the PSP's Memory Stick – nowhere else. This means that games beyond the capacity of your Memory Stick have to stay in the download list of your PlayStation Store account. From there, they can be downloaded any number of times, so the list acts effectively as a storage method. But I would have been far happier with a download-to-hard drive option.

Actually downloading the games was the easy bit. Larger files, such as *Tekken 2* (550MB) and



At present, only nine PlayStation games are up for download



Each game is represented by an icon that displays its original Japanese artwork



*BioHazard: Director's Cut* (380MB), took between 10 and 15 minutes to download and then another ten minutes to install to the PSP's Memory Stick. Smaller games, such as the two volumes of *Konami Antiques MSX Collection* retro anthologies (at 40MB each), took just a couple of minutes to download and install. It's a surprisingly quick and painless process.

To be able to play the game data file, a small 'ticket' file of 100KB, which acts as a security against copying, must also be downloaded with each purchase. This ties the downloaded file to your PSP,

because of an "invalid copyright assignment." In short, you can download from the PlayStation Store as many times as you like, but don't try to mess with that data once its offline.

Anyway, I had my games. Sony had released nine titles for the Japanese market at the time of writing, and I downloaded the lot. The best thing about all this is the pricing structure that Sony Japan has adopted: each game costs just ¥525 (about £2.30), which, by any standards, is insanely cheap for full games that were retailing for £35 less than a decade ago. (It's

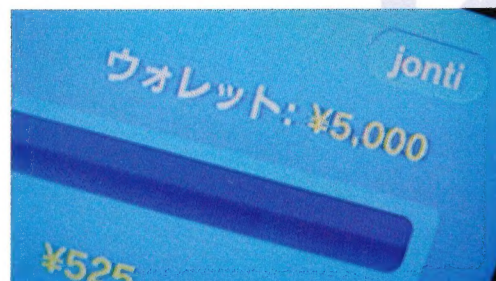
## Two volumes of Konami Antiques MSX Collection took just minutes to install

making it impossible to use the file on other PSPs. It also seems to do a bit more than that, though: it prevents copying and pasting back to the same machine. Frustrated by the lack of PS3 hard drive support, I connected the PSP to my Mac via USB and copied a downloaded PSone game across to the computer. I then replaced the PSP's Memory Stick with a fresh one, and attempted to paste the game data file to the PSP in its new state. Although the file moved across, once there, it couldn't be loaded

cheaper even than Sony America's policy of \$5.99 – £3 – per PSone download.) And these are full games in terms of the code presented – even the legendary PlayStation BIOS screen shows before games begin, sounding that familiar PlayStation chime. The only things "missing", so to speak, are loading times, which have been reduced to zero by the transition from CD to Memory Stick (a Good Thing), and two-player support that has gone presumably because it would be difficult to incorporate (a Bad Thing). ■



At 385MB, *BioHazard* is also the second-largest file here



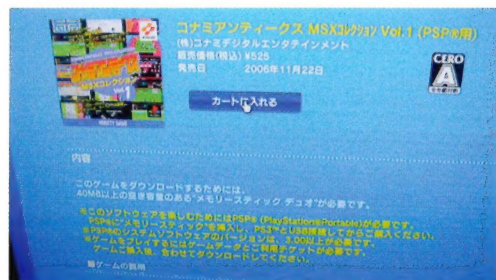
I add ¥5000 to my PS Store wallet (from the credit card), which gives me sufficient funds to download all nine of the initial releases



*Arc The Lad* is not exactly a classic but, at £2.30 for a decent RPG, I'm not complaining



*BioHazard: Director's Cut* (released in the West as *Resident Evil: Director's Cut*) is one of the highlights among the first releases



*Konami Antiques MSX Collection Vol. 1* is the smallest file here, at just 40MB



# PART TWO: THE GAMES

**S**o, those games – let's give them a spin. The initial range of Japanese PSone downloads for the PSP provides a pretty decent blend of genres. The full list of titles (and their file sizes) is as follows:

Arc the Lad (320MB)

Biohazard: Director's Cut (380MB)

Bishi Bashi Special (160MB)

Jumping Flash (280MB)

Konami Antiques MSX Collection Vol. 1 (40MB)

Konami Antiques MSX Collection Vol. 2 (40MB)

Minna no Golf 2 (210MB)

Silent Bomber (200MB)

Tekken 2 (550MB)

## Minna No Golf 2 (SCEI/Clap Hanz, 1999)

Having been hooked on the PSP version of *Minna No Golf* since the PSP's launch (I still play it every week without fail), I was curious to see how this PSone original compared. Visually, *Minna No Golf Portable* (the PSP launch game) clearly has the edge. However, there is one quality of the downloaded version of *Minna No Golf 2* that gives it a unique advantage – specifically, zero loading times. In the portable version there are frequent waits of around 15 seconds, all eating away at my precious time. Here, though, loading screens have been stripped from the code and, thanks to the impressive speed of data transfer from a Memory Stick Pro Duo, it now plays like an old cartridge-based game. Just turn it on and play; there's no hanging around between menus and courses. Great stuff.

As for how it plays, well, just like any other game in the series, really. But that's fine. There are plenty of things to discover, from extra courses to new players, and the gameplay is based on a tried and tested three-click system. It doesn't look amazing – it's only a third-gen PSone game, after all, originally released in 1999 – but if anything, this PSP build is prettier than the PlayStation version.

So, is it worth downloading? Certainly. For those gamers who didn't already have the PSP version of *Everybody's Golf*, this PSone download is a remarkably cheap alternative, and with the added bonus of being virtually loading-time free. On the move, especially, instant loading is a real boon.



## Arc the Lad (SCEI, 1995)

One of the first PlayStation RPGs, *Arc the Lad* was released way back in the summer of 1995. And it shows. *Arc The Lad* isn't a classic, and it wasn't even highly regarded back in '95. It's essentially a 16-bit game, masquerading as a 32-bit title. And it's really clichéd, both in its storytelling and with its old-fashioned battles. It's not a very long game, either – it only takes a little over ten hours to complete. So, yeah, nothing special.

Is it worth downloading? Japanese gamers dying for some RPG action will probably download this regardless of the fact that it's not a good example of the genre. Everyone else will just pass it by. Still, again coming back to the question of value for money, a decent ten hours' worth of gameplay for £2.30 shouldn't be criticised too harshly. I'm going to keep this on my PSP as a precautionary measure to deal with delayed flights. It'll kill the time nicely enough.

Rating: ★★



## Tekken 2 (Namco, 1996)

*Tekken 2* marked the coming-of-age for Namco's 3D beat-'em-up franchise. It's more than ten years old, having been released in Japan back in March 1996; however, it's aged remarkably well. Compared with the PSP's *Tekken: Dark Resurrection*, *Tekken 2* is fairly primitive but it still manages to boast finely balanced gameplay. Also, even more than most of these PSone downloads, *Tekken 2* seems to look better on the PSP's screen than it ever did when played with PlayStation hardware on a TV. And again, the absence of any loading between rounds makes for a greatly improved experience.

Is it worth downloading? Absolutely. This is the best PSone download yet. It's also one of the few PSone-on-PSP titles that I'm happy to play in 'Full Screen' 16:9 mode: even though the image is stretched slightly, the *Tekken* format looks fantastic in this setup on the PSP's sharp display. *Tekken 2* is a game I could never tire of, so it's great to have it on the PSP for whenever I want to see Yoshimitsu's deadly attacks. The only downer is that *Tekken 2*'s two-player versus mode isn't playable. Nevermind.

Rating: ★★★★★





## BioHazard Director's Cut (Capcom, 1997)

With no other *Resident Evil* PSP fix as competition (*BioHazard: Outbreak* is still a long way from becoming reality), this downloadable copy of the PSone's *Director's Cut* is a perfect solution. If there's one game other than *WipEout Pure* that demands use of headphones, this is it. I jumped, playing it. In fact, I jumped more than once. The thing is, in a dark room, with headphones on and the game set to 'Full Screen', *BioHazard* still has the power to frighten the player. It helps that this is visually the most impressive PSone game for download.

Is it worth downloading? PSP-owning *Resident Evil* fans have no choice. Players who still remember how to complete the original *Resident Evil* can find a new challenge with *Director's Cut*'s Arrange Mode, that remixes the original's locations and items, while those who are new to *Resident Evil* (which must account for at least half a dozen gamers the world over) can experience it without the hideous magnification of a TV. *Resident Evil* is at its very best in this format.

Rating: ★★★★★



## Konami Antiques MSX Collection Vol. 1 (Konami, 1997)

This Japan-only PSone collection of Konami retro games is a rarity. It compiles ten games that Konami made for the MSX range of home computers in the mid-Eighties. (MSX computers were roughly on a par with Commodore and Sinclair's machines of that era.) Although the *Metal Gear* games actually began life on the MSX format, neither of the MSX *Metal Gears* are here. Instead, there are ten other games, of which only a few are real classics:

Is it worth downloading? Retro fans will certainly get a kick out of this. *Hyper Sports 2* is a pre-*Track & Field* button-masher, *Yie Ar Kung-Fu* is one of the first great beat-'em-ups, and *Gradius* still stands as a classic shmup. Many of the other games here are filler but altogether it's a pretty decent compilation of Konami hits from the Eighties.

Rating: ★★★

## Konami Antiques MSX Collection Vol. 2 (Konami, 1998)

*Vol. 2* provides another ten MSX cuts from Konami and again, I think these are great to have on stand-by, as it were, for quick access via the PSP. The PlayStation originals of these *MSX Collections* sold in Japan at full-rate prices – because of that, I didn't bother picking them up back in The Day. However, breaking this collection down as a PSone download, it translates to each game costing 23p. Twenty-three pence.

Is it worth downloading? *Vol. 2* is an even better choice than *Vol. 1*. It has *Hyper Sports 3* (which is better than *Hyper Sports 2* on *Vol. 1*), the quirky shooting action of the original *Twinbee* (the template for *Pop 'n' Twinbee*), *Gradius 2* (superior to the original), and also a couple of fun sporting diversions – Konami's *Golf* and *Billiards*. It's a finely balanced mix.

Rating: ★★★★★



## Jumping Flash (SCEI, 1995)

This was the original PlayStation alternative to Nintendo's *Super Mario 64*. It stars a giant robotic rabbit. It is a 3D platformer like *Mario 64*, only *Jumping Flash* is a rare breed of first-person 3D platformer. And there are shooting elements too. I'd been playing through the original Japanese PlayStation edition of *Jumping Flash* recently, and found that the graphics had aged quite badly. On a big Telly it looks embarrassingly simplistic – on the PSP, though, it even manages to look reasonably impressive, especially in Original screen mode. And now that, at last, it can be played without any CD access times, it really is an alternative to *Super Mario 64*. It's like this rabbit has been reborn on the PSP; either that, or it's been breeding and this PSP version is one of its children...

Is it worth downloading? There's nothing like *Jumping Flash* available as a proper PSP game. It's one of a kind. And the good news for its fans is that – with no access times, and improved visual quality thanks to the PSP's display – this downloadable version is in fact the best yet.

Rating: ★★★★★



## Silent Bomber

(Bandai, 1999)

This is one of the more recent titles available in the PlayStation Store – it was originally released in 1999, arriving in the UK in 2000. The game plays from a top-down perspective, and the basic principle is: blow everything up. It's interesting to see how this PSP version deals with Silent Bomber's FMV cut-scenes, as well: as expected, what was once a grainy 32-bit movie reel – still is. Only, now it looks much prettier due to its display being condensed. On this evidence, *Final Fantasy VII* and other FMV-heavy games would fare well as PSP downloads. *Silent Bomber* also contains plenty of speech samples, which sound remarkably clear through the PSP's speakers. So the prospects for dialogue-packed PSone games are also good.

Is it worth downloading? It's not a subtle game – it's hardcore and it's old skool – and for that *Silent Bomber* makes a nifty purchase. It's also an excellent demo of the PSone-on-PSP download system's future potential.

Rating: ★★ ★



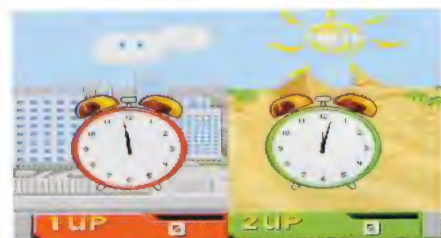
## Bishi Bashi Special

(Konami, 1998)

This is one of my favourite PlayStation games. It is, fundamentally, a really stupid game. There are dozens of mini-games, and most of them are nonsensical, bizarre challenges. Things like the Uncle Launcher stage, where you aim and fire people's uncles at large targets, have to be appreciated for their surrealistic humour as well as their simple, fun gameplay.

Is it worth downloading? Compilations and mini-game collections are always worth having on handheld consoles, because you never know when you might find a few minutes to sneak a game. So, yes, for when the bus is late (not that the buses are ever late here in Japan) and you want some quick bizzarro action, *Bishi Bashi Special* is priceless. It's a shame that the three-player mode from the original isn't playable here – but other than that, this is an astonishing bargain.

Rating: ★ ★ ★ ★ ★



# PART THREE: THE FUTURE

Outside of Japan, other PSone titles have already become available for download via the American version of Sony's PlayStation Store. The initial range of releases there features games that are geared towards a Western audience – *Cool Boarders*, *Crash Bandicoot*, and *Syphon Filter* – as well as a couple of choice cuts from the Japanese line-up – *Tekken 2* and *Hot Shots Golf 2* (the US version of *Minna No Golf 2*).

Of course, the European PlayStation Store won't become a reality until the spring, when Sony finally releases the PlayStation3 in the UK and Europe. There's still no word as yet about which titles will be available in the UK. It's probably a safe assumption that *Tekken 2*, *Crash Bandicoot* and *Resident Evil* are bound for the UK. Sony Japan has committed to releasing ten PSone titles every month.

Games such as the *Konami Antiques Collections*, which weren't released on the PlayStation in PAL

territories, are unlikely to become available via the PS3 in Europe. Still, don't be disheartened – there are literally thousands of games that Sony could choose to release via this system. And if the pricing structure is as appealing as that of the Japanese system, downloading PSone games for the PSP is going to become a phenomenon in the UK next year. I'm just wishing for the release of *Bishi Bashi Special 2*... ■





# INSIDER



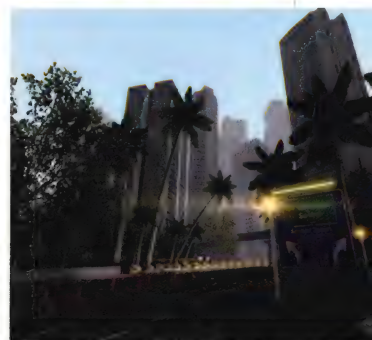
ALL THE LATEST NEWS FROM THE WORLD OF PSP GAMING



**SMASH IT UP!**

Frantic racing franchise returns to PSP!

## GET READY TO BURN... AGAIN



**E**ager to take the series back to its roots, EA recently announced the next instalment in its popular *Burnout* series. *Burnout Dominator* is in development exclusively for the PS2 and PSP and sees the reckless risk versus reward-style of racing making a triumphant return.

Containing all the usual World Tour events you'd expect, *Dominator* also requires greater skill from

players as they face off against aggressive rivals in races where tiny mistakes are disastrous; but the rewards for success – especially when using the burnout meter – are truly great.

The first screenshots appear to contain some cars we haven't seen in the series before, along with some cool new tracks. No firm release has been confirmed yet but we would imagine it will hit shelves around May time. ■

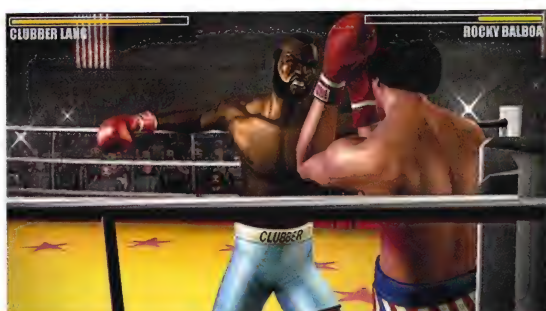




# GET IN THE RING

Can Rocky reclaim his crown?

**R**ocky is set to make a return to cinemas soon in *Rocky Balboa*, the sixth film in the series. Fight fans rejoice then, as Ubisoft has recently announced it will be bringing out a PSP-exclusive *Rocky Balboa* game to coincide with the release of the film. Previous *Rocky* games have been pretty good and looking at the first screenshots it looks like that won't change. Could it challenge *Fight Night Round 3* and become king of the ring? We'll let you know how it plays next month. ■



# The bitch is back...

Alien games hatch

**I**n a deal that will please movie fans and gamers alike, Sega secured the rights to produce videogames based on Twentieth Century Fox's *Alien* franchise. There's been no mention of the PSP as of yet; however, it has been confirmed that an RPG is in development by Obsidian Entertainment and a first-person shooter from Gearbox is also on the cards. Both are scheduled for release in 2009 for next-generation systems and PC. We can only hope the deal might see a PSP title put into development too. Where in the *Alien* timeline the games will actually be set is unknown and whether any characters like Ripley or Bishop will make an appearance is anyone's guess, but we'd be surprised if they weren't in there somewhere. Anyway, roll on 2009! ■



# Luxury puzzles

More puzzles head to PSP

**O**nline casual PC games don't generally make the jump to consoles but *Luxor: Wrath Of Set* is one of those rare exceptions. The MumboJumbo-developed title has just been released on PSP in the US and could be coming to the UK too. The PC version is one of the best-selling casual games of all time, hitting the number one spot on both RealNetworks and MSN. Filled with 124 challenging levels through 20 stages you use your magical winged scarab to destroy approaching spheres before they reach the pyramid. You have a variety of weapons and power-ups to help you, including fireballs and lightning bolts. It sounds a bit simple, but many of the best puzzle games are based around a simple premise so it may well prove to be a surprise hit. ■





# TAKERU AMAZAWA'S TOKYO TITTLE TATTLE

## SOFTWARE SALES: DAVID AND GOLIATH

An insight into the world of Japanese PSP-ing by our man in Tokyo, Takeru Amazawa

**A**lthough Nintendo's DS is by far the most successful games format in Japan, the PSP hardware is still performing very well in its own right. More than 1.5 million PSPs have been sold in Japan during the calendar year 2006 (compared with close to 6 million DS Lites over the same period). The real problem to date has been one of insufficient PSP software - or, to be more precise, a lack of software that the Japanese want to buy. So, when are the big, big PSP games going to arrive in Japan? And besides, what do the Japanese actually want to play these days? Good questions, I'm glad you asked.

Japan is a changed place. In years gone by, there were some things that could be relied on no matter what: *Final Fantasy* would sell millions, *Dragon Quest* even more millions, and Sony would use *Gran Turismo* to try to push its consoles towards first place in whichever console race it entered.

There's a Japanese proverb that says, "If you lean against a tree, make sure it's a big one". It's thanks to such a philosophy that NTT (Nippon Telegraph and Telephone, the national telecom company here) remains Japan's most popular mobile phone provider. It's the biggest, most stable tree to lean against.

The Japanese also see Sony as a "big tree". Everything Sony puts on sale in Japan - from TVs to hi-fi equipment to robotic dogs - tends to succeed in the market. And so far, Sony's game consoles have fared no less impressively than its Bravia screens or VAIO laptops. However, there is a differentiating factor that separates Sony's game division from the rest of its operations - consoles depend on their software for sustained growth, and developers (including Sony's in-house teams) depend on software sales for survival.

Two years on from the PSP's Japanese launch, there are still no million-selling PSP titles. (There are ten DS games that have each sold more than a million copies in Japan.) It's not an entirely gloomy picture - total PSP software sales in Japan are close to 15 million - but to progress the PSP scene in Japan, the common consensus is that more triple-A software is needed. But is that actually the case? If *Gran Turismo Mobile* was released tomorrow, how many sales could the PSP market support?

Perhaps the main difference between PSP and DS is that DS users almost exclusively play games, while PSP owners have many more options to choose from: whether to watch videos, listen to music, browse the internet; or, as of this month, navigate their journeys



across Japan via GPS. Unfortunately for Sony, most of the big money to be made with handhelds is in the sale of games. Sony's generosity is actually a major factor in its format's relatively low level of software sales. Why play games on the bus or train when you could be watching the episode of *Rinku* you recorded last night?

translation software was released in Japan two months prior to Nintendo's phenomenally successful *DS English Training*.

So why did the PSP titles sell so poorly, when Nintendo's games both went on to shift millions of units? It could be a question of marketing - Nintendo's team could simply be outperforming Sony's. Or it

## Everything Sony puts on sale in Japan tends to succeed in the market

There have been suggestions that Nintendo's new wave of 'edutainment' software (phenomena such as *Dr. Kawashima's Brain Training* and *Cooking Nav!*) put the PSP's old-fashioned array of traditional gaming experiences in a bad light. But look at the PSP's Japanese software catalogue: remarkably, Sega's *Brain Trainer Portable* (also backed by the now-famous Dr. Kawashima of Touhou University) was released on the PSP in October 2005, almost three months before Nintendo's *Brain Training* was released on the DS. And there's more. Sony's Talkman

could be that Nintendo's software is vastly superior; however, in these cases, having tested Sony/Sega's titles and Nintendo's, I can say that there isn't a great divide between them.

Again, we come back to the issue of choices. PSP owners in Japan have too many choices. Meanwhile, DS owners have none. Therefore, DS users buy games. And PSP users, generally speaking, don't bother. How the PSone-to-PSP download system will affect PSP software sales here remains to be seen. Regardless, remember this: Sony is a very big tree. ■



## FIVE STAR

Each month, someone picks their five fave PSP games



**Simon Griffin**  
Deputy Editor  
(Go>Play)



### GRAND THEFT AUTO: LIBERTY CITY STORIES

GTA is great and I'm still playing this even after all these months. Being a wiseguy has never been so much fun!



### GRAND THEFT AUTO: VICE CITY STORIES

This is even better than *Liberty City Stories* – you can swim, fly and it's set in the Eighties. What more could you want?



### SYPHON FILTER: DARK MIRROR

Gabe Logan is no John McClane but he's still in a cracking game that beats the PS2 *Syphon Filter* hands down.



### PRO EVOLUTION SOCCER 6

A massive improvement over *Pro Evo 5* on PSP and so addictive that I just can't put it down, which is a problem when I'm supposed to be working.



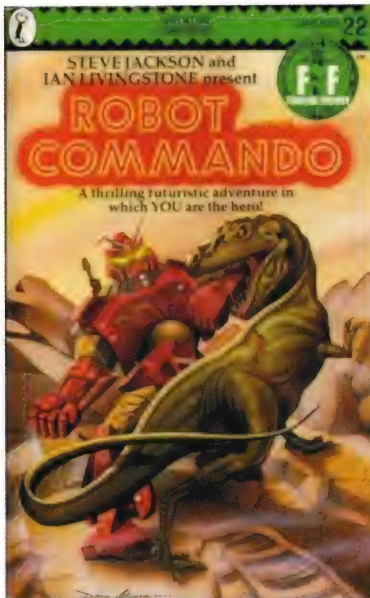
### NHL 07

A surprise corker of a game! I was shocked how much I enjoyed belting a puck around the ice. The sporadic fist fights make it even better. *NHL* rules the rink!

## Fantasies come to life!

You call the shots in this adventure...

If you're getting on a bit in years, like us here at Go>Play, you might remember the *Fighting Fantasy* series of gamebooks by authors Steve Jackson and Ian Livingstone in the Eighties. In the days before huge sprawling videogame RPGs, we had to make do with book versions. As you progressed through the story you would have to make decisions that would determine what page you would turn to next. The series has already had one successful game spawned from it in the form of *Deathtrap Dungeon*. *Fighting Fantasy* is to be resurrected once again on PSP by an as-of-yet undisclosed developer. If the paperbacks intrigue you then you might be interested to know that they have recently been re-launched by Icon Books. Look out for awesome titles such as *Robot Commando*, *The Citadel Of Chaos*, *Island Of The Lizard King*, *Caverns Of The Snow Witch*, *Chasms Of Malice* and *Daggers Of Darkness*. ■



## SONY BUSTED OVER PHONEY FAN SITE

Marketing play backfires

Sony Computer Entertainment Of America had to eat humble pie when savvy internet users spotted that a supposed PSP fan site called [allwantforxmas.com](http://allwantforxmas.com) was actually a sneaky marketing campaign set up by SCEA itself. Suspensions were originally raised when it was discovered the site was registered to a company called Zipatoni, which provides a range of marketing solutions, particularly those designed to get consumers interested in a brand. SCE was also listed as a client so it was pretty much a no brainer that the site wasn't set up by two guys in their bedrooms, but instead was a marketing tool designed to increase brand awareness of the PSP in the hectic run-up to Christmas. The site received a deluge of complaints and Sony rapidly had to come clean about its ploy, posting a sheepish admission on the site. Slapped wrists all round. ■

## THE HOURS WHAT'S BEEN EATING OUR LIVES, AND FOR HOW LONG



### SIMON RAINBOW SIX VEGAS

Taking on terrorists has never been so good. Breaching, clearing, flashing – it's all in there along with famous Vegas landmarks. I've actually been there you know, good eh?

06 hrs

### EATING TURKEY

Right, that's it, no more bloody turkey for the next 12 months, I'm sick of it. Leftovers you say? Go on then.

10 hrs



### ANDY SPEEDY SANTA

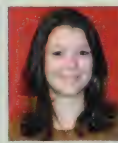
I'm so awesome at this Christmas flash game that no one can even get close to my amazing high score. Shame I have to wait another year before I can play it again.

08 hrs

### FREELANCE

I've forgotten the way home because I've spent so much time at work doing freelance. Well, I need all the money I can get if I want an Xbox 360.

12 hrs



### SARAH LOCOROCO CHRISTMAS DEMO

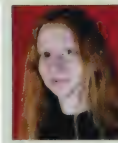
It's *LocoRoco*, at Christmas! It was just what I needed to get me in that Christmassy spirit, especially with Simon going on about how Christmas is for idiots.

02 hrs

### GOING THE GYM

After eating my own weight in turkey and trimmings I thought it best to sweat it all off sharpish.

09 hrs



### HENRIE GTA: VICE CITY STORIES

Yup, I'm still plugging away at this game and no doubt will be for the rest of my natural life. Just. One. More. Balloon. Why must Rockstar fill its games with hidden stuff?

20 hrs

### SAVING TURKEYS

My refusal to eat poor defenseless turkeys over Christmas must have saved at least one or two of the little blighters. Score one for vegans – yeah!

05 hrs



# OUR MAN ON THE CLAPHAM OMNIBUS

## LIVIN' THE LIFESTYLE

Ryvita and Pro-biotic? No thanks, I'll stick with Tekken and Pro Evolution

**A**fter last month's furious venting of anger, I found myself a good deal less stressed, but significantly lacking in portable gaming. Having toyed with the idea of picking up a Nintendo DS by way of replacement – bad, bad man – I managed to pick up a shiny new PSP for next to nothing on a recent trip abroad via the magic of duty free. Indeed, it was by way of apology that I took my still seething significant other for a jolly to Germany for the Christmas markets. That's beside the point though, and normally, I wouldn't bother, preferring the lady to cool down in her own time, but I got the feeling that, by turning on her family, I'd committed a sin of almost unforgivable proportions. Far from dying down however, our confrontations became more and more fierce over the following days, and while our altercations are rarely without their hurtful comments, she said something this time that made me think. I'll spare you the profanity, but the gist was this: "Why don't you get a life and stop judging other people's lives?". This wouldn't normally serve to do anything more than rile me further, but this time it seemed to strike a chord somewhere deep within the recesses of my heart, and my heart has some big ol' recesses. Of course I didn't let on that she'd made a fair point, preferring to stick to my masculine guns right to the bitter end, but having concluded the discussion with more than a few slammed doors, I got to thinking about it.

I do very little. I sit at home playing games. When our (or rather my girlfriend's couply friends) want to go out for a meal somewhere, I prefer to stay in and watch TV. Sure we flit around a little, have the occasional holiday together, but I guess I'd have to say that I'm a dull man. Maybe I do need a life. I can do one better though. I can get a lifestyle.

Now I'm not quite sure how to go about getting one of those though. All I have to go on at the moment are glossy magazines, scent adverts and aspirational bus hoardings. The marketing shots for the PSP's launch, also gave me a fair few ideas to think about.

**[ I've never been the most spiritual of people but I'm turning into a videogame Buddhist ]**

Perhaps I should take a stroll down South Bank with the PSP poking out of my back pocket. Perhaps I should investigate getting a lovely well-lit loft conversion and hanging out with my young, wrinkle-free, multicultural buddies, surrounded by hugely expensive furniture that makes us smile with the kind of contentment only high-end early adopters can. Yes, perhaps my lifestyle would be more complete if I drank breakfast in a bottle for breakfast, Activia Pro Biotic for brunch, Ryvita and low fat cottage cheese for lunch and a Jamie Oliver inspired, 'taste the difference' pre-packed meal-for-one for dinner. Perhaps if I wound down each day with a bottle of Pinot Grigio and a book in a bath surrounded by



candles, perhaps – just perhaps – I might have enough of a lifestyle to drown out these feelings of redundancy and low self worth.

On the other hand though, perhaps it's the weight of others' opinion that's bringing me this new misery. What if I'm the one that's living my life properly, as I should, without any interference from the outside world – or at least that part of the world that wants me to aspire to a product rather than being content? Fine, I've never been the most spiritual of people, but the pressure poured on us by those wishing us to desire their products is turning me into a videogame Buddhist: become one with your PSP, shed all material possessions (apart from your PSP and associated peripherals) and bare two non-theistic fingers to the rest of the world. Sorry, but I don't need a lifestyle. Not when I've got my PSP at least. ■



Look at these folk, they're almost entirely made of lifestyle...



DESTROY ALL HUMANS!

# THE INVASION BEGINS

Classic Sega game gets resurrected for the handheld generation

**S**ega is continuing to show its support for the PSP with the announcement of *Alien Syndrome*. Nothing to do with its recent acquisition of the rights to the *Alien* movies, this is in fact an update of an old Sega game that appeared in arcades over 20 years ago. The game takes the form of an action RPG and puts players in the shoes of Earth Command Trooper Aileen Harding as he battles a seemingly unstoppable alien menace on both spaceships and alien planets. Comprising a single-player campaign and a four-player co-op multiplayer mode that both involve a raft of challenges and a multitude of features including skills and specialities with which to customise your character. There are also 20 weapons on offer from flamethrowers and lasers to nanobots – and in true RPG style you'll need to make sure you pick the right weapon for the right situation. *Alien Syndrome* should arrive this summer. ■



## Pimp daddy

Prepare for the main Xzibit

**E**ver dreamt of taking your clapped-out old banger to the garage to get pimped out? Well, Activision want to make that dream come true in a videogame of MTV's *Pimp My Ride*. Join Xzibit in Pimp City, where if you don't have a pimped-out ride you might as well walk. The game sees you pimping the rides of 15 customers who are in desperate need of a shiny new car; you are then given hundreds of parts from huge subwoofers to blinging rims to help you do the job.

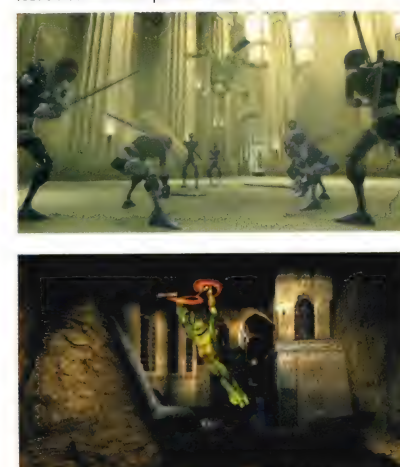
Whether we'll get a localised version in the UK featuring Tim 'The Big Dog' Westwood is unclear, and if we do will anyone care? Sub editor Sarah certainly will, as she once wrote a letter to *Pimp My Ride UK* asking Tim to sort out her Volkswagen split-screen campervan. However, she didn't receive a response. Strange that. ■



## Heroes in a half shell!

Cowabunga!

**M**ost of you are no doubt aware by now that a new *Teenage Mutant Ninja Turtles* movie is on the way. Rather than being another live action affair with guys in dodgy suits, this effort, which is due for release at the end of March, uses CGI. Judging by the trailer this gives the makers much more leeway where the high-kicking antics of the Turtles are concerned. And, in a wholly unsurprising move, publisher Ubisoft is to bring a videogame based on the new movie to a variety of formats, including the PSP. The most recent *Ninja Turtle* games on the PS2 have been of pretty reasonable quality, so let's hope that trend continues for this latest iteration. Turtle power! ■



## iGame

Apple to enter games market?

**R**umours are about on the ever-reliable internet that Apple is considering a move into the games console market. Market analysts believe it is the next logical step for the company who might wish to compete with the 'home hub' capabilities of the Playstation 3 and Xbox 360. One thing that sheds doubt on the possibility is that Apple notoriously doesn't want or need any third-party support for its products, which, of course, a games console would not be able to survive without. Games for iPods have recently become available via iTunes, so that has got chins wagging.

Whatever the decision, it's unlikely we'll see anything anytime soon, as the company will no doubt want to see how well Microsoft and Sony do with their respective next-gen consoles. ■





# IT'S A WHOLE ARCADE IN YOUR HAND

"Smorgasbord of treats  
for retro fans"  
PLAY

"Plays and sounds just  
as we remember"  
Games TM



"A handful of classics for £20"  
PSW

"fidgety little addictions  
that pass the time perfectly"  
OPSPM

"exceptional value for money"  
Retro Gamer

[www.taitolegends.com](http://www.taitolegends.com)



- ❧ Classic gaming on the go!
- ❧ 21 Timeless Titles on PSP™ including:  
Space Invaders, New Zealand Story, Phoenix and many more.
- ❧ Game sharing available on all 21 classics.
- ❧ 4 Newly Enhanced versions - Updated graphics, more levels, more excitement.

PSP. TAITO®

Taito Legends 2 Software © 2005 Empire Interactive Europe Ltd. Empire, "E" and Xplosiv are trademarks or registered trademarks of Empire Interactive Europe Ltd in the UK, Europe and/or other countries. All rights reserved. Licensed from TAITO CORP

XPLOSIIV®





# Fantasy Island

FF finally on the way to PSP

**T**here's a serious lack of *Final Fantasy* games on PSP; however, Square Enix is finally going to rectify that. Not only is *Crisis Core: Final Fantasy VII* due to make an appearance at some point, but *Final Fantasy Tactics: The Lion War*

has now been announced too. Both of these are ports of PSone games but new content has reportedly been created for the PSP versions, including cartoon cut-scenes driving the story along. There's no release date yet, although hopefully we can expect both these games in 2007. ■

# GET YOUR POKER FACE BACK ON

Gambling without the risk

**W**e'd been expecting this announcement for some time, so we weren't at all surprised when Oxygen set a date for the UK release for *World Championship Poker 2*. If you like to gamble virtually then 23 February is the date you should note in your diaries. Having played the US version quite a while ago now, we can safely say that this is one of the better poker sims on the PSP with plenty of game modes, players and a wider appeal that offers something for seasoned players and newcomers alike. ■



# PORTABLE CINEMA

Sony make deals to provide downloadable movies to PSP owners

**S**ony has finally put the last nail in the coffin of UMD with the revelation that it's in talks with Amazon.com, MovieLink and CinemaNow to provide digital movie downloads to PSP owners. The service is due to launch soon in the US soon and hopefully we'll be seeing a similar service set up here sometime soon.

However, we do have a few doubts as to whether the service will make it over here, as Microsoft has no plans to offer its high definition movie download service to UK Xbox 360 owners due to a slow uptake of download services in general in the UK. Hopefully Sony will make an announcement soon that will put our fears to rest. ■

CinemaNow - Movie Downloads - Online Movies - Download DVD Movies - Movie Sites

SIGN IN / REGISTER | My Account

Customer Service | Gift Certificates | Wish List | Cart (\$)

INTERNATIONAL HOME BUY FREE SUBSCRIPTION

Search Advanced Search Quick Browse Recently Browsed MY VIDEOS

OVER 1,500 TITLES AT YOUR FINGERTIPS

- BUY VIDEOS to build your digital video library
- FREE VIDEOS on demand
- EXCLUSIVE CONTENT for Subscribers

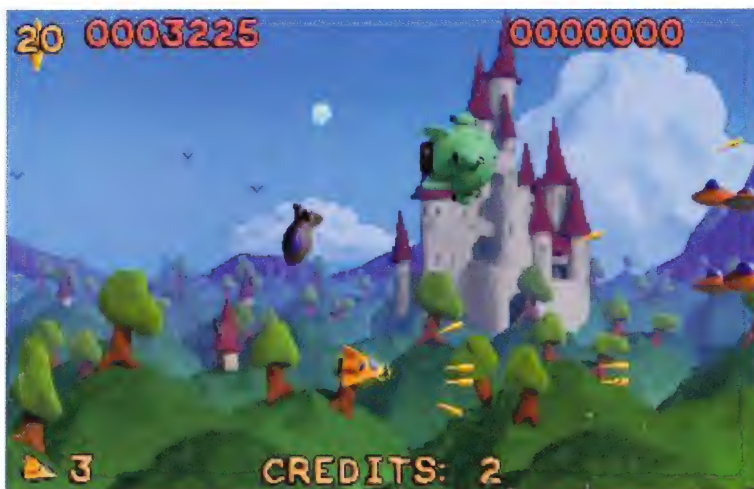
NEW ON CINEMANOW

Cheating Las Vegas	A Day in the Life of Miley Gray	Fish Without a Bicycle	Victor Victoria	Ninja Academy
Free	Subscription	Free	Subscription	Buy

THE PLATINUM CLUB TRY TODAY

7 DAYS FREE SIGN UP NOW





## CLAY COMES TO LIFE!

# MORE CASUAL GAMING

Online PC game gets polished and prepared for release on PSP

**Y**et another casual online PC game has made its way to the PSP in the US. *Platypus* is a claymation side-scrolling shooter game that sees you guiding your ship through 30 challenging missions all filled with 3D enemies modelled in clay. With both one and two-player options, *Platypus* looks like a fun little shoot-'em-up, shame it doesn't have a UK release date yet, then. Although it hasn't scored well in reviews across the pond so perhaps we're better off without it. ■



# The legend continues...

Legend Of Heroes sequel on the way

**D**ue for imminent release in the US is the latest in the *Legend Of Heroes* RPG series. *The Legend Of Heroes III: Song Of The Ocean* is a standalone story set in the *Legend Of Heroes* universe and sees a young musician named Forte setting off on an adventure that could determine the fate of the world. This doesn't exactly sound like the most original premise ever but traditionally the series provides quality adventuring, so fans of the first two games should feel right at home. Purported to contain over 50 hours of gameplay it should keep you going for a while if and when it gets released in the UK. ■



# REST IN PEACE

Air guitar climbs the stairway to heaven

**I**n an emotional service, family and friends paid their last respects to the air guitar in an East London funeral parlour. A church organ and choir performed classic air guitar anthems such as Boston's *More Than A Feeling* and Nirvana's *Heart-Shaped Box*. The reason for air guitar being laid to rest was the release of *Guitar Hero II* on PS2, which lets you rock out to your favourite tracks without having empty hands. The mourners moved on to the wake where White Rose Movement and LunarMile provided entertainment until *Guitar Hero II* took centre stage again. Goodbye air guitar, we'll miss you. ■



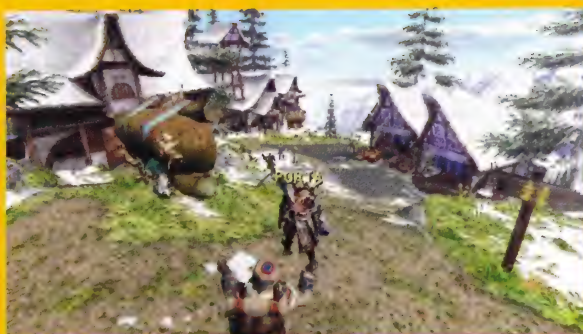


# MONSTER RAVING LOONEY

## THE HUNT IS BACK ON

Another sequel on the way

**S**cheduled for a February release in Japan, *Monster Hunter Portable 2nd* is the follow-up to last year's action-RPG *Monster Hunter Freedom*. Taking a cue from the PS2 sequel, this PSP iteration will feature a wider range of landscapes, from blistering deserts to icy wastes. Plenty of new monsters will be included to make your hunt as challenging as possible, all rendered in gorgeous detail. Wireless multiplayer will appear once again too; however, unfortunately there's still no online play. Capcom is yet to announce a European release date, but no doubt it will be several months after the Japanese get it. ■



If this is voiced by Sean Connery then it might just be awesome. It won't be, of course

## PINK PROVES POPULAR

Girls love PlayStation – fact!

The recently released pink PlayStation 2 has proved a hit with gamers and the re-coloured console has been flying off the shelves. The Christmas demand saw Sony struggling to keep up, with many retailers frequently running out. According to sources at GAME, one in every two customers who bought a PS2, picked a pink one. What does this prove? Well, chicks dig games – who'd have thought it? ■



START SAVING NOW!

## PLAYSTATION 4 ON THE WAY

But does anyone actually care?

The PS3 has only just arrived, but there is already talk of its successor. Paul Holman, vice president of technology for SCE, has said there will be another PlayStation, but not until at least 2010. A little optimistic perhaps, so don't get too excited – we'd expect it to be more like 2012, in Europe anyway. In the period before a new machine is launched he said there are many plans for firmware updates that will expand the media centre aspect of the PS3. He also hinted that further updates could enable the use of interactive controllers like that of Nintendo's Wii. He even suggested that future PS3s could come with a mouse and keyboard to make internet access that much easier. Despite an inauspicious start, it looks like Sony has some big plans for its latest machine. ■



## UK CHARTS

We've been keeping an eye on...

POS	TITLE	PUBLISHER	IN THREE SECONDS
01	GRAND THEFT AUTO: VICE CITY STORIES	ROCKSTAR	No doubt this will stay at the top spot forever
02	PRO EVOLUTION SOCCER 6	KONAMI	At least some of you had the sense to pick the right footie game.
03	FIFA 07	EA	Finally a FIFA game is beaten by Pro Evo – hooray!
04	NEED FOR SPEED CARBON: OWN THE CITY	EA	No canyon races means this stays away from the top
05	SONIC RIVALS	SEGA	People are obviously after some simple Sonic thrills
06	LEGO STAR WARS II: THE ORIGINAL TRILOGY	LUCASARTS	George takes another royalty cheque to the bank
07	MEDAL OF HONOR: HEROES	EA	A heroic effort by the series' first PSP outing
08	FOOTBALL MANAGER HANDHELD 2007	SEGA	If you like management games then you'll love this
09	TEKKEN: DARK RESURRECTION	SCEE	Kick, punch, kick, throw, punch – this stuff just never gets old
10	PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST	BUENA VISTA	This is crap, you're all morons, 'nuff said.
11	TIGER WOODS PGA TOUR 2007	EA	He's not a real tiger, you know? The PGA don't allow them
12	KILLZONE: LIBERATION	SCEE	Why isn't this higher in the charts? PSP owners are dumb
13	GANGS OF LONDON	SCEE	Cor blimey, gun/nor, this game's a bit bleedin' Robin Hood
14	SCARFACE: MONEY. POWER. RESPECT.	VIVENDI	'A man who ain't got his word is a cock-a-roach' – true fact
15	SCOOPY-DOO! WHO'S WATCHING WHO?	THQ	We're not watching Scooby-Doo! that's for bloody sure.
16	CRASH TAG TEAM RACING	VIVENDI	Crash just won't bow gracefully out of the charts
17	STAW WARS: LETHAL ALLIANCE	UBISOFT	'This is the game you're looking for' Nope, it didn't work
18	RIDGE RACER 2	SCEE	It's the same as the first one and that's about it.
19	MARVEL ULTIMATE ALLIANCE	ACTIVISION	Who knows if this is any good? We certainly don't
20	BROTHERS IN ARMS: D-DAY	UBISOFT	The brave boys battle their way to the bottom



# RELEASE LIST

WELCOME TO OUR FANTASTIC NEW-LOOK RELEASE LIST...

## HOT START SAVING!



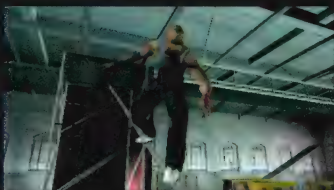
### METAL SLUG ANTHOLOGY

This collection of the classic series is nearly here and we can't wait to play all the way through every single episode.



### TOMB RAIDER

Lara's making a welcome return to the PSP with a reworking of her very first adventure. It's guaranteed to be a great adventure.



### FREE RUNNING

After having a go on this we're really looking forward to spending more time with it. A bit like *Tony Hawk's* but with less wheels.



### AFTER BURNER

The classic arcade shooter makes a comeback exclusively on the PSP with all the gung-ho fun of the original intact.

## FEBRUARY

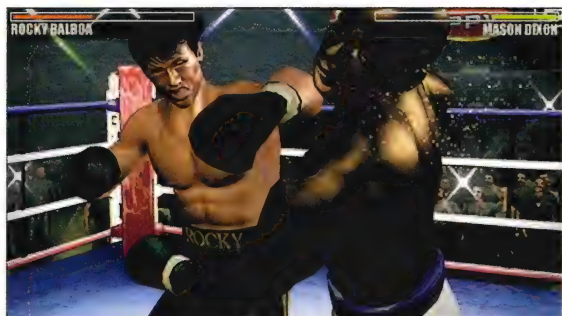
Arthur And The Invisibles  
Battlezone

Atari  
Atari



The Con  
Every Extend Extra  
Ghost Rider  
Hot Wheels: Ultimate Racing  
Online Chess Kingdoms  
Over The Hedge: Hammy Goes Nuts  
Rocky Balboa

Southpeak  
Buena Vista Games  
2K Games  
Zoo Digital  
Konami  
Activision  
Ubisoft



Shinobido: Tales Of The Ninja  
Shrek Smash 'n' Crash Racing  
Steel Horizon  
Test Drive Unlimited  
World Championship Poker 2  
World Series Of Poker: Tournament Of Champions

SCEE  
Activision  
Konami  
Atari  
Oxygen  
Activision

## MARCH

Avatar: The Last Airbender  
Capcom Puzzle World  
Chili Con Carnage  
Coded Arms: Contagion  
Disney's Meet The Robinsons  
Dungeons & Dragons: Tactics  
The Elder Scrolls Travels: Oblivion  
Free Running  
Hard Rock Casino

THQ  
Capcom  
Eidos  
Konami  
Atari  
Ubisoft  
Reef Entertainment  
Crave



Hellboy  
M.A.C.H.: Modified Air Combat Heroes

Konami  
Vivendi



Metal Slug Anthology  
Playwize Poker & Casino  
Ratchet & Clank: Size Matters  
Tomb Raider: 10th Anniversary Edition  
Tony Hawk's Project 8  
Traxion

SNK  
505 Gamestreet  
SCEE  
Eidos  
Activision  
LucasArts

## JUNE

Fantastic Four: Rise Of The Silver Surfer

2K Games

## JULY

Harry Potter And The Order Of The Phoenix

EA

## SEPTEMBER

Metal Gear Solid: Portable Ops

Konami



## OCTOBER

Silent Hill Origins

Konami

## TBA

300: March To Glory  
Activision Hits Remixed  
After Burner: Black Falcon  
Alien Supremacy  
Ape Escape Racer

Eidos  
Activision  
SEGA  
SEGA  
SCEE







ATV Offroad Fury Pro  
Black & White Creatures  
Blitz: The League  
Boulder Dash  
Burnout Dominator  
Call Of Duty: Roads To Victory  
Cannon Fodder  
Cash Gun Chaos  
Crash Dummy vs. The Evil D-Troit  
Crisis Core: Final Fantasy VII  
Cube  
Dave Mirra BMX Challenge  
Dead Head Fred  
Death, Jr. 2: Root Of Evil  
Dungeon Explorer  
Earache Extreme Metal Racing  
Earthworm Jim  
The Fast And The Furious: Tokyo Drift  
Final Fantasy Tactics: The Lion War  
Full Auto 2: Battlelines  
Generation Of Chaos  
Gran Turismo 4 Mobile  
Heatseeker  
HOT PXL  
The Hustle: Detroit Streets

SCEE  
THQ  
Midway  
First Star Software  
EA  
Activision  
Codemasters  
SOE  
Schanz  
Square Enix  
D3 Publisher  
Crave  
D3Publisher  
Konami  
Hudson Entertainment  
Metro3D  
Atari  
EA  
Square Enix  
SEGA  
Nippon Ichi  
SCEE  
Codemasters  
Atari  
Koch Media

Legend Of Heroes III: Song Of The Ocean  
Little Britain  
Luxor: Wrath Of Set  
Marvel Trading Card Game  
MLB '07: The Show  
Monster Hunter Freedom 2  
Parappa The Rappa  
Platypus  
Pocket Pool  
Puzzle Challenge: Crosswords and More!  
Puzzle Quest: Challenge Of The Warlords  
Rainbow Islands Evolution  
SBK '07 - Superbike World Championship  
SOCOM US Navy SEALs Fireteam Bravo 2  
Spinout  
Street Supremacy  
Teenage Mutant Ninja Turtles  
Virtua Tennis 3  
The Warriors  
Winx Club: Join The Club  
World Of Pool  
WTF  
Xyanide Resurrection  
Yu-Gi-Oh! GX  
Zendoku

Namco Bandai  
Blast  
MumboJumbo  
Konami  
SCEE  
Capcom  
SCEE  
MumboJumbo  
Conspiracy Entertainment  
Crave  
D3 Publisher  
Rising Star Games  
Black Bean Games  
SCEE  
Ghostlight  
Konami  
Ubisoft  
SEGA  
Rockstar  
Konami  
Ghostlight  
D3Publisher  
Playlogic  
Konami  
Eidos



## goPLAY ARE LOOKING FORWARD TO...



ANDY



### CALL OF DUTY

Of all the WWII shooters this series is my favourite. I can't wait to see what they've managed to do with it on PSP.



SIMON

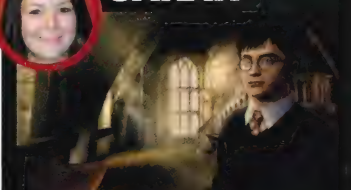


### BURNOUT DOMINATOR

I really enjoyed *Burnout Legends*, but it was made up of bits from other games so it'll be nice to have some original stuff to smash.



SARAH



### HARRY POTTER

I'm not really a fan of *Potter* so I'm just looking forward to smashing his smug face and stupid broom into the side of Hogwarts.



TOM



### TMNT

Those heroes in a half-shell were my favourites when I was a wee nipper so this is at the top of my 'wants' list.





JOYTECH

# PSPPOST

WE KNOW YOU LOVE US, SO SEND US SOME MAIL TO PROVE IT...

## CONTACT US



**EMAIL:**  
goplay@imagine-  
publishing.co.uk



**POST:** Go>Play,  
Imagine Publishing,  
Richmond House,  
33 Richmond Hill,  
Bournemouth,  
Dorset, BH2 6EZ



Check out our brand new  
website at  
**www.goplaymagazine.  
co.uk**, and then click  
on the link if you fancy  
having a chat in our very  
own forum

## JOYTECH™

When it comes to PSP accessories,  
no one does it quite like Joytech.  
Joytech makes a whole range of PSP  
gear that's always high on quality and  
easy on the pocket. The Media Amp  
is simply one of the best accessories  
around and essential for every movie-  
lovin' PSP owner!  
Check out the full range at  
**www.joytech.net**. Plus, we have a  
sensational Media Amp to give away  
every month to one lucky reader...



All your most pressing and important questions are answered right here. Not only that but you could bag yourself a Joytech PSP Media Amp just for putting pen to paper, or finger to keyboard. That's so easy it's not even funny, perhaps we'll start writing to ourselves...

## Sour grapes

**I** just read the review of *LA Rush*; wow what a slating for a game which, to be honest, is worth more than what it got.

Obviously the person reviewing it has no idea about the game whatsoever, has he even played it?

For 1-2 players, erm, not really it's up to four players with Wi-Fi. Where was the mention about the other gaming modes like Stunt Arena and Cat and Mouse? I seriously hope you didn't pay this guy! If you did I want to start writing reviews for your mag and get paid for just looking at the cover, and then getting that wrong, ha ha ha.

**NeoUK, via email**

Well, NeoUK, if that really is your name, our reviewer felt that *LA Rush* didn't offer what a full price racing game on PSP should. It doesn't matter what game modes it has if the gameplay and visuals are as poor as the ones on offer in *LA Rush*. If you liked it, then good for you, but if everyone liked the same thing life would be rather boring wouldn't it? If you think you can do a better job then



by all means send it your review, we look forward to reading it.

## Web wars

**E**very week I buy your mag and I was wondering if you could set up an online game where all PSP owners can play.

Whenever I play online nobody is there. I can't wait for *Rainbow Six Vegas* to be released, hopefully see you guys online with it.

**Jack, via email**

I don't think what you're asking for is possible, Jack. Online gaming on the PSP has failed to really kick off due to the lack of support from the majority of games, you're better off trying to find people to play Wi-Fi games with. By the way, thanks for buying the mag every week, how exactly do you manage that?



# F.A.Q.

Mail to: goplay@imagine-  
publishing.co.uk

Putting out the fires  
of those burning  
PSP questions

> My mum didn't buy me *GTA* for Christmas, I hate her! I think I might perform a drive by in retaliation.  
**Ben, Essex**

We think that not buying *GTA* for you was possibly the wisest thing your mother has ever done. You're clearly a psychopath. goodbye.

> When is *GTA San Andreas Stories* coming out on PSP?  
**Luke, via email**

Don't you people ever get tired of

asking that question? Who knows, probably never!

> Nice work on the *GTA* guide, but did it really have to take up so much of the mag? I might as well have bought a tips magazine with the amount of space you gave it.

**Steve Gant, via email**

In case you haven't noticed, *GTA* is a massive game so if we only gave it a couple of pages every issue we'd be doing it for the next two years. Just be grateful and stop you belly-aching.

> I wanted a Nintendo DS for Christmas but my parents bought me a PSP instead. What the hell am I supposed to do with it?

**Jeremy, Stoke**

Um, maybe you should play some games on it or something. You never know maybe you might actually end up appreciating the present that your parents spent their hard-earned cash on, you ungrateful so and so.

> Is it just me or is the PS3 looking like a less and less appealing prospect by the



# STAR LETTER

Put dusty in the bin!

**W**hat is with those stupid dustballs that Sony is using to advertise the PSP? Most people I talk to remember the dustballs themselves but often can't remember what they're actually advertising, or at least can't remember what game is playing in the background.

With the Nintendo DS getting so much screen time on Channel 4, isn't it about time that Sony started being more aggressive with its PSP advertising?

**Keith Reynolds, Manchester**

We totally agree, Keith. While it's nice to see Sony finally pushing the PSP, especially on TV, we still don't feel they're doing enough to persuade people to buy PSPs instead of a Nintendo DS. It's not all Sony's fault, however, and publishers really need to start getting behind the machine and start putting out more than just stripped-down PS2 ports. Obviously there are a number of original games on the PSP but nothing, apart from *GTA*, that has really had enough wow-factor to make consumers sit up and take notice. Maybe once the PS3 arrives and the full lengths of the connectivity are revealed then perhaps the PSP market will pick up, but somehow we doubt it.

**STAR LETTER**  
Joytech Media  
Amp for every  
star letter



## Pricing problems

**I** know this has been discussed before but when the hell are Sony going to drop the price of the PSP? I've bought a couple of issues of your mag to see if the stuff coming out on it will interest me. I have to admit that there are some great games in the pipeline, but I'm not sure any of them are worth the price that Sony is asking for the console. Surely if it's going to compete with the DS in any way the prices have to be similar.

**Geoff Johnson, Birmingham**

This certainly is a subject that has been brought up a number of times in *Go>Play* and it demonstrates how important it is to potential PSP owners. Sony are probably hoping that people who snap up the Playstation 3 may be tempted to pick up a PSP too, as the consoles are designed to work together. Whether this will be the case remains to be seen but it doesn't look like it has made any difference in the US or Japan so far. We'd be very surprised if the price wasn't cut at some point in 2007 even if it is just by £10 or £20.

## Cultural learnings

**G**reetings to *Go>Plays*, I am very liking your magazine, it gives me and my friends much laughing at expense of crap DS of Nintendo. Where I am living I think the magazine is the only one doing PSP so I am sending this message to ask you when is the *Chili Con Carnage* arriving on PSP. After reading about it in *Go>Play* I am very looking forwards to it. Apology if my English isn't understanding but I am still in the learning of your fine language. Much of my educations comes from the

day? Of all the launch games released in the US and Japan, only a handful of them actually look any good and even they aren't particularly original. That and the proposed price are putting me right off buying one when it eventually comes out.

**Peter Carter, Hove**

Many people are saying the same thing, Peter, but what you have to remember is that most consoles don't reach their full potential until well after the launch. If you're not sure perhaps you should wait a year before picking one up.

> I absolutely loved the *LocoRoco* Halloween and Christmas demos, do you know if there are any more themed levels on the way? If not, are there any plans for a *LocoRoco 2*? I need more bouncing ball action!

**Michael, via email**

We're with you Mike, we want more *LocoRoco* too! No more themed levels or a sequel have been announced but rumours about a PS3 version are on the internet, with some suggesting that the gameplay would be perfect for the Sixaxis controller.



# HOT TOPIC

The forumites sound off...



## Good PSP game

Posted Fri Dec 15, 2006 11:44 pm

**selmuir**

Whats your fav PSP game the now??

Posted Sat Dec 16, 2006 1:43 pm

**Michael**

Pehaps *LocoRoco*

PERHAPS

Posted Sat Dec 16, 2006 5:26 pm

**Mr Banana**

If you haven't got *Locoroco*, go buy it. That applies to everyone.

Posted Sun Dec 17, 2006 9:56 am

**selmuir**

What is it about tho, I've seen the adverts for it and it looks like a slime ball moving through little gaps, is there any more to this game??

Posted Sun Dec 17, 2006 1:24 pm

**Mr Banana**

Not really, but it's 100x better than the way it sounds when you put it like that.

Posted Sun Dec 17, 2006 5:23 pm

**Butters**

Get *Killzone* and *SOCOM* and *GTA*

Posted Sun Dec 17, 2006 7:10 pm

**selmuir**

I'm defo getting *GTA* but *Killzone* what is this game like??

Posted Sun Dec 17, 2006 8:30 pm

**PSP4evr**

Omg why does every1 like *LocoRoco*???? Its a dumb ball that just rolls around, its pathetic. How any1 can buy it without bein seriously drunk is beyond me. I played the demo and practically fell asleep. Oh yes and I'd say *NFS Carbon* is one of the best games.

Posted Sun Dec 17, 2006 9:22 pm

**Michael**

The banana man speaks the truth.

Posted Sun Dec 17, 2006 9:22 pm

**selmuir**

Hmmm, *NFS Carbon* is rubbish on the PSP as for *LocoRoco* I have never played it





reading of your magazine, so thank you.  
**Kurt, via email**

Thanks for your email, Kurt. Don't worry your English is better than many people who claim to be English, we understood every word and we're glad to be of help with your learning. As for *Chili Con Carnage*, the game currently has a release date in March – at least it does in the UK, anyway. Hopefully it's same wherever you are so you can get hold of a copy soon.

### Here to help

**Y**our Xmas PSP Deals feature was one of the most useful I've ever read, so I thought I'd just drop you a line to say thanks. My son wanted a PSP for Christmas, which fortunately I had some money put aside for. I had enough to get him what he wanted but I didn't want to get ripped off.

On my first outing to the shops I found that most the assistants who tried to help me claimed that their stores had the best or cheapest deals, even if I knew that wasn't true. Wary that I wasn't going to get an honest answer from any of them I thought a magazine might be able to help me out. Yours shone out from the shelf so I picked it up and had a flick through. Imagine my surprise and relief when your bright and festively designed feature caught my eye. I eagerly handed over my £3.99 and headed home to swot up on everything PSP. To cut a long story short, careful reading of the feature helped me find the best PSP package for my son,

which not only made his Christmas, but gave me enough left over to treat myself to a lovely bottle of sherry. My first toast with my favourite tippie was to you wonderful guys and gals of Go>Play, thanks!

**Jill Bryson, Croydon**

That makes it all worthwhile, Jill, so thanks for letting us know that our little magazine made you so happy and we hope that your son gets many hours of enjoyment from his PSP, and you get the same from your sherry.

### Call off Christmas!

**T**here was something seriously up with your so-called 'Best Christmas UMDs' in the last issue. *Die Hard? Batman Returns?* What's the matter with you, don't you like Christmas or something? Where were *It's A Wonderful Life*, *Santa Claus The Movie* or even *The Santa Clause*? You lot must have had a miserable Christmas. I can just about live with *Nightmare Before Christmas* but forget about the rest.

**James Henson, Cardiff**

Clearly what makes a good Christmas movie is a matter of opinion, James. Seeing as we're the ones who make the magazine ours is the only one that counts. Get off your high horse why don't you? Why do we have to pretend that Christmas is a time to be merry when it's so clearly the total opposite. We bet you're one of those stupid people who have never seen *Die Hard*. You people make us sick.



John's so happy it's Christmas he's got a big smile on his face... oh, wait

Imagine Publishing Ltd, Richmond House,  
33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ  
☎ +44 (0) 1202 586200  
Website: [www.goplaymagazine.co.uk](http://www.goplaymagazine.co.uk)

Thank you for supporting Imagine Publishing – a new independent specialist magazine publisher where quality, innovation and excellence are paramount. We hope you enjoy the magazine.

### Magazine team

**Editor in Chief** Nick Jones

Email: [goplay@imagine-publishing.co.uk](mailto:goplay@imagine-publishing.co.uk)  
☎ 01202 586211

**Deputy Editor** Simon Griffin

Email: [simon.griffin@imagine-publishing.co.uk](mailto:simon.griffin@imagine-publishing.co.uk)  
☎ 01202 586245

**Senior Designer** Andy Mountain

**Sub Editor** Sarah Slee

### Contributors

Aaron Asadi, Ben Biggs, David Crookes, Jonti Davis, Tim Empey, Matt Handrahan, Darran Jones, Tom Leclerc, Martin Mathers, Mike Richardson, Henrietta Rowlett, Javid Sangra, John Szczepaniak

### Cover image:

Atari © 2007

### Advertising

Digital or printed media packs are available on request

**Advertising Director** Scott Caisley

☎ 01202 586444  
Email: [scott.caisley@imagine-publishing.co.uk](mailto:scott.caisley@imagine-publishing.co.uk)

**Advertising Manager** Felicity Mead

☎ 01202 586421  
Email: [felicity.mead@imagine-publishing.co.uk](mailto:felicity.mead@imagine-publishing.co.uk)

**Snr Advertising Sales Executive** Mark Maclean

☎ 01202 586420  
Email: [mark.maclean@imagine-publishing.co.uk](mailto:mark.maclean@imagine-publishing.co.uk)

**Snr Advertising Sales Executive** Sally Meaden

☎ 01202 586434  
Email: [sally.meaden@imagine-publishing.co.uk](mailto:sally.meaden@imagine-publishing.co.uk)

**Advertising Sales Executive** Kaylie Green

☎ 01202 586431  
Email: [kaylie.green@imagine-publishing.co.uk](mailto:kaylie.green@imagine-publishing.co.uk)

**Advertising Sales Executive** James Haley

☎ 01202 586493  
Email: [james.haley@imagine-publishing.co.uk](mailto:james.haley@imagine-publishing.co.uk)

### International

Go>Play is available for licensing. Please contact the International department now to discuss partnership opportunities.

### International Manager

Cathy Blackman  
☎ +44 (0) 1202 586401  
Email: [licensing@imagine-publishing.co.uk](mailto:licensing@imagine-publishing.co.uk)

### Subscriptions

Subscribe to Go>Play today  
☎ +44 (0) 870 428 3053  
Email: [goplay@servicehelpline.co.uk](mailto:goplay@servicehelpline.co.uk)  
6 issue subscription (UK) – £14.40  
13 issue subscription (UK) – £36.30  
13 issue subscription (Europe) – £50.00  
13 issue subscription (Overseas) – £60.00

### Circulation

**Circulation & Export Manager**  
Darren Pearce ☎ 01202 586200

### Production

**Production Director**  
Jane Hawkins ☎ 01202 586200

### Founders

**Managing Director** Damian Butt  
**Finance Director** Steven Boyd  
**Creative Director** Mark Kendrick

### Printed by

Wyndeham Heron, The Bental complex, Colchester Road, Heybridge,  
Maldon, Essex CM9 4NW

Go>Play is distributed by Seymour Ltd, 2 East Poultry Avenue, London EC1A 9PT  
☎ 020 7429 4000

### Disclaimer

The publisher cannot accept responsibility for any unsolicited material lost or damaged in the post. All text and layout is the copyright of Imagine Publishing Ltd. Nothing in this magazine may be reproduced in whole or part without the written permission of the publisher. All copyrights are recognised and used specifically for the purpose of criticism and review. Although the magazine has endeavoured to ensure all information is correct at time of print, prices and availability may change. This magazine is fully independent and not affiliated in any way with the companies mentioned herein. PSP and PlayStation Portable are trademarks of Sony Computer Entertainment in Japan and other countries and are used by Imagine Publishing under license from the owner.

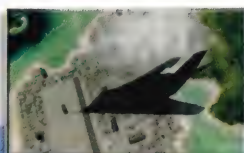
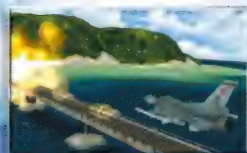
Go>Play ©2007 Imagine Publishing Ltd ISSN 1749-4332





**Pilot Academy is the first flight simulation to bring the thrill and exhilaration of real flying to the PSP system, giving you the opportunity to pilot some of the world's most exciting commercial, private and military aircraft.**

**Begin with training exercises and then move straight into a career - either civilian or military! Boasting a wide range of aircraft from all generations, are you ready to take your PSP to the skies?**



**FEATURES:** Full career mode branching into military and civilian careers • The best-balanced flight model ever seen on a handheld

- Detailed landscapes from 30,000 ft to landing • Three regions of 64 square kilometres to explore • Up to four players can take part in three different multiplayer games
- Four eras of combat: WW I, WW II, The Cold War & Modern Day • Stunt aircraft to test dexterity

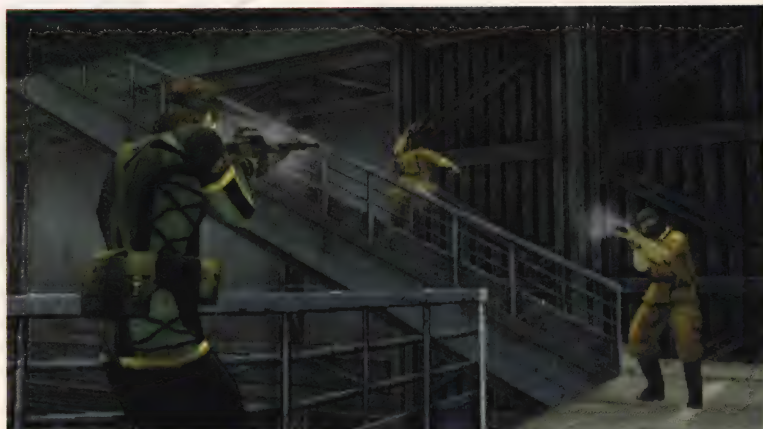
**[www.risingstargames.com](http://www.risingstargames.com)**



Troopers Yard, Bancroft, Hitchin, Herts, SG5 1JW.  
© 2006 Marvelous Interactive Inc. All Rights Reserved. © Rising Star Games Ltd.  
"PSP", "PlayStation", "PSP", "UMD" and "△ ○ × □" are trademarks or registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

**PSP**





This is going to be bigger than GTA was on the PSP

# METAL GEAR SOLID: PORTABLE OPS

OUT: SEPT '07



Publisher Konami/Developer In-house/Players 1-6

## WHAT IS IT?

The latest *Metal Gear* game, tying together nearly half a century's worth of storyline that has been told over two decades. It promises fully 3D environments and plenty of stealth-based squad action.

It's been over six months since Go>Play last covered *Metal Gear Solid: Portable Ops*, and in that time we've had the Tokyo Game Show (plus related trailers), along with a drip-feed of information from Konami, and now, finally, early playable preview code. We've spent some time getting to grips with the latest instalment of

Kojima's great legacy, and what was written last time covered just some of the true magnitude of what's been done with this. Come release day, *Metal Gear Solid Portable Ops* will be, without question, the biggest thing on the system.

All the *Metal Gear* titles have been a fusion of inventive new gameplay ideas and a complex far-reaching narrative; the gameplay and storyline are inseparable. What is so fantastic about *Portable Ops* though, is that when it is released it will be the culmination of an epic 20-year

becomes Big Boss, was forced to kill his female mentor who defected, known as The Boss), with the events of the *MSX* games (which directly precedes the PSOne original). It will finally make the circle complete, resulting in it possibly being the most important *Metal Gear* release ever.

Furthermore, as Konami's Noriaki Okamura explained to other magazines

at TGS, not only is this the first canonical handheld *Metal Gear* and a direct sequel to *MGS3* (set six years after the Virtuous Mission), but he also stated that, in terms of chronology, it "also provides a hook into *MGS4*." The journalists interviewing him asked how a game set in Columbia,

**[ A fusion of inventive gameplay and a complex narrative ]**

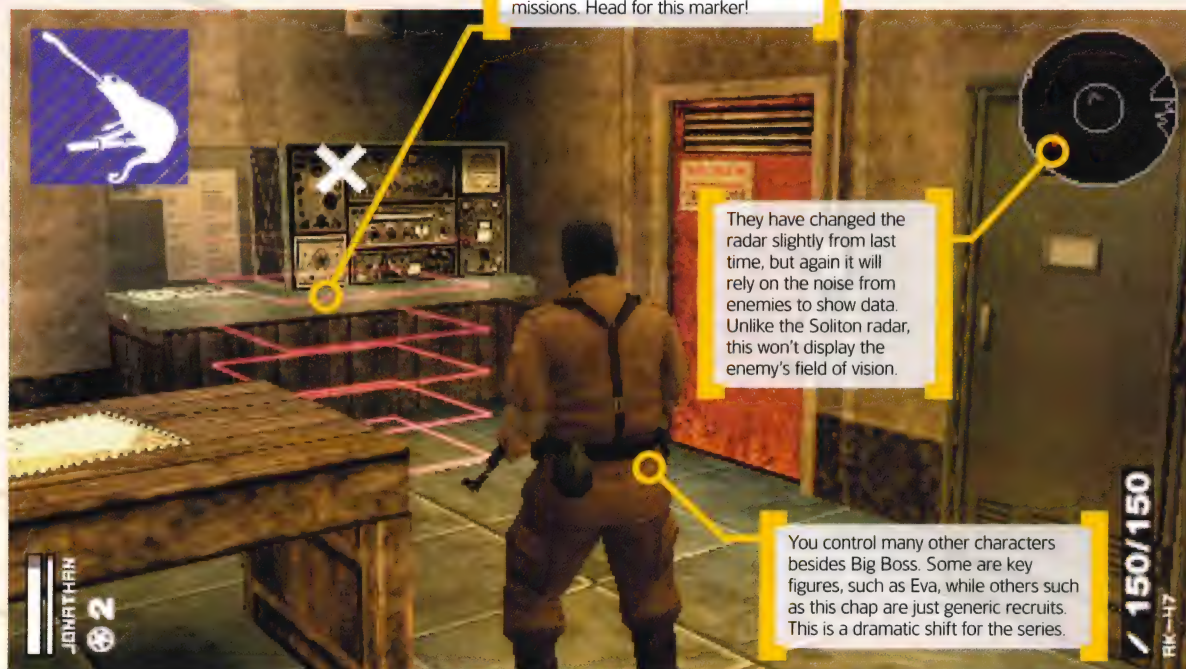
legacy that began with the first *Metal Gear* in 1987. For those who completed the original two *MSX* titles, either with *MGS3: Subsistence*, proper cartridges, or via emulation, *Portable Ops* will marry together the threads from the end of *Subsistence* (where Naked Snake, who

**EXPRESS CHECKOUT**

- A chance to manage four characters simultaneously
- Ties together the entire *Metal Gear* series
- Very strong focus on multiplayer element
- The *Seven Samurai* influenced recruiting
- Artwork done by Ashley Wood, comic artist







Gameplay is undergoing a radical shift – it's no longer strictly linear adventures. Along with controlling squads, there's more focus on separate missions. Head for this marker!

They have changed the radar slightly from last time, but again it will rely on the noise from enemies to show data. Unlike the Soliton radar, this won't display the enemy's field of vision.

You control many other characters besides Big Boss. Some are key figures, such as Eva, while others such as this chap are just generic recruits. This is a dramatic shift for the series.



A mysterious new ninja-like character that wields a blade and firearm? Awesome!



The new weapons and equipment menu makes use of the PSP's more limited control scheme



November 1970, could have a direct link with *MGS4*, taking place over 40 years later. Okamura-san said he wasn't allowed to say, but laughed that they were indeed connected. He was also asked about a ninja figure (apparently

we received, all of the claims look likely to be proven true. It was described as strictly early preview code, which implies improvements will be made for the UK's September release (it's already out in America). This is quite promising, since

showing Naked Snake from *MGS3* being violently captured by the aforementioned ninja character, administered some kind of drug, and then thrown into a prison cell. These scenes are admittedly a big concern of ours, since while Wood's artwork is interesting, and a hand-drawn style suits the game even more than the traditional polygon trailers, it's something of a shame and missed opportunity because the venerable Yoji Shinkawa would have been far more appropriate – his beautiful, traditional Japanese

inkwork is, after all, synonymous with *Metal Gear*. The voice-acting meanwhile is restricted only to such cut-scenes, with in-game dialogue and the radio-screen (which is fully accessible at any time) being text only.

We are then introduced to the sadistic git responsible for Snake's capture: Lt. Cunningham, previously of the CIA, who comes across as disturbing pastiche of the older Revolver Ocelot and various psychopaths from films like *Full Metal Jacket*. This all-American bad-boy

## With so many bold claims being made, expectations are high

called Null) who resembles Gray Fox (aka Frank Yeager/Hunter; aka The Ninja), but Okamura-san would only reveal that the similarities are intentional. In trailers, Big Boss speaks to this character as if he had known him since childhood.

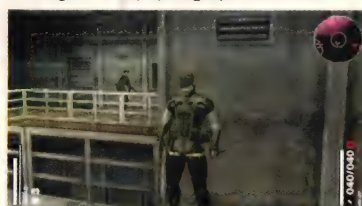
With so many bold claims being made, expectations are understandably high. Thankfully, based on the playable code

all previous PAL releases in the series have had major improvements over the releases in Japan and the US; including extra modes, bonus material, improved gameplay, and so on.

The game begins with a spoken intro, in the form of an image montage by Ashley Wood (the comic artist behind the digital and paper graphic novels),



Various characters, each with special skills, are set to revolutionise the series' gameplay – again



Despite the increased player dynamic, the classic stealth gameplay that we all love is still present

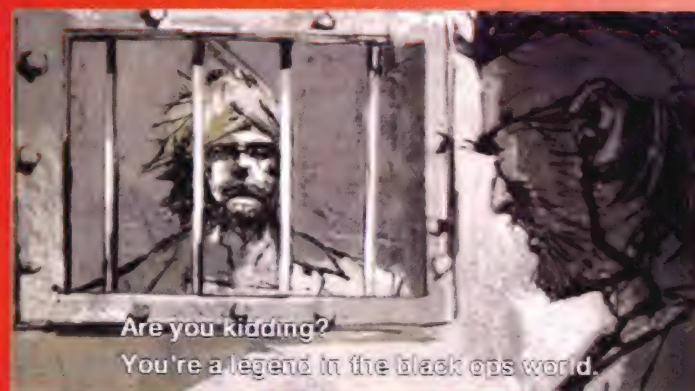


This special premium PSP bundle with *Portable Ops* and other goodies is available on release day in Japan

## Threads of Fate

### Philosophical ramblings of the melancholy mind

Kojima recurrently examines the themes of what defines a person: genes, surroundings, fate. The Biblical adage about the sins of the father being passed on to the son rings painfully true. Despite fighting to halt the mass-production of Metal Gear units for war, starting with the Shagohod in 1964, Big Boss' Lucifer-like fall from grace resulted in his son committing patricide to put an end to Metal Gear, only to find his nightmare becoming a reality in *MGS4*; the march of the Metal Gears continues, showing that perhaps man is a slave to fate. Genes have resulted in the damnation of Big Boss and Solid Snake being revered as unsurpassed legends, a reputation leading to eternal struggles for both, despite their unwavering protestations that such titles are unwarranted. When doing so in each game, is Kojima perhaps reflecting his own insecurities at being described as a legendary games designer?







## Portable Tactics

Collect them, fight them, trade them... Isn't that Pokémon?

Building squads to control during play is the central focus of this new *Metal Gear*, with recruits gained in the one-player mode also useable in multiplayer and vice versa. Among several methods available, players can manually exchange recruits or, uniquely, can set the game to request specific character trades before putting the PSP into sleep mode – passing someone who matches the set criteria will result in an automatic trade. During single-player gameplay you'll control a squad of four, but only one at a time. The other three will hide themselves automatically while you switch between them. Stealth is still the key factor; if they can't hide, a message is displayed and the game enters Alert Phase like in past titles. This will allow for immense tactical possibilities, where characters are switched rapidly to lure and take out enemies. It's further enhanced by recruits having a number of attributes and 11 different skills, plus specialised career classifications such as "actor" and "technician".



proceeds to apply his boot to Snake's groin, demanding to know where the Philosophers' Legacy is – this was the secret cache of funds amassed by the Big Three during World War II, spoken about in *Metal Gear Solid 3*. Cunningham departs (implying that there will be an impressive confrontation later), and Snake then sees another prisoner in the cell across from him. It's a young rugged-looking Green Beret called Roy Campbell, who will later become the commander of Big Boss' son, Solid Snake, in *Metal Gear 2 (MSX, 1990)*.

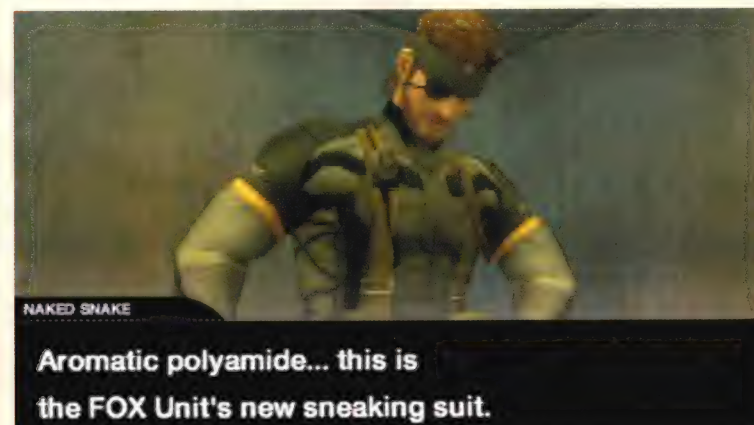
– suffering from a broken leg as well as a fever – he is then captured. However, the communications base that's five clicks south-east might allow a rescue to be called in.

Once you've had a brief tutorial, proper control is granted; it's instantly apparent how well the traditional gameplay has transferred to the PSP's limited controls. Although fully customisable, the default settings were perfect: The D-pad operates the camera (essential for looking around corners), while the joystick controls movement. ⊗

## It's instantly apparent how well the gameplay has transferred

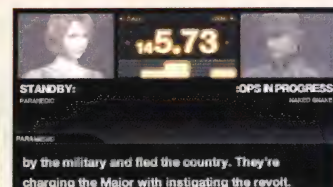
Campbell explains there's a loose grating under Snake's bed, which he uses to escape to another unlocked cell, that also conveniently contains a sneaking suit with tranquilliser gun. Campbell then describes the situation: they're on the Red Army controlled San Hieronymo Peninsula, known locally as "la peninsula de los muertos", translating to, "the peninsula of the dead", off the coast of central Colombia and directly south of Cuba; the base is a remnant of the Cuban Missile Crisis. Campbell's Green Beret unit was wiped out, leaving only him

performs ducks and rolls (for reaching higher ground), ⊕ for firing, and ⊙ for equipment. ⊕ has multiple uses such as opening doors and, when held down, wall hugging and slow walking. R readies the held weapon, while L initiates first-person firing mode. Ingeniously, pushing the joystick then allows precise aiming while the D-pad allows you to move like you're in a FPS. It takes time to become accustomed; however, once mastered it works incredible well when running around the fully 3D environments. When you are out of the cell we acquired new



Sneak seems to like his new 'sneaking suit' – it complements his figure perfectly...





While there's no voice acting, the written dialogue is relatively brief



The use of a stage select screen indicates this *MGS* game is more suitable as a portable title



equipment, like binoculars, and silently taking out guards with precise headshots. It was even more accurate than past games, thanks to camera control, and the promise of later controlling entire squads bodes well too.

After this first mini-section Sigint and Para-Medic are contacted, while Campbell joins as the driver of a truck from which missions are dispatched. Suddenly *Portable Ops'* full scope is revealed. Progress isn't achieved through playing a linear solo adventure like previously, but rather by building squads (with several simultaneous teams of four, named Alpha, Bravo, and so on), controlling several key characters, and completing a variety of separate missions. There's a degree of non-linearity to mission selections, giving proceedings the bite-sized quality that is essential for handheld titles. You can choose to move during night or day, while equipment can be stockpiled for later distribution (we collected around 100 bullets escaping from prison, with the menu showing a potential maximum of 9999). Different speciality units can be set up as well, such as posting a four-person spy unit at the Soviet Patrol Base to snoop out info,

revealing a tremendous level of resource and personnel management.

The first few hours were highly impressive, with the only slight complaint being that these early stages, and press shots, show the terrain to be fairly sterile. The thought of running around Seventies' Columbia conjures up imagery from the *Commando* or *Predator* films, rather than the desert-like locales shown. However, we have no doubt whatsoever

man we saw in [the *MSX* games]." It's clearly going to be epic, and there will be some painful losses along the way. You have to admire the way things have developed over two decades, arguably putting the *Metal Gear* series on par with *Star Wars* in terms of a complex storyline arch – except that Kojima examined the backstory of his creation far better than Mr Lucas was able to.

Of course gameplay was priority

## Portable Ops is quite long. The story isn't, but the gameplay is

that further progression will yield a much greater variety.

Characters like Eva, Revolver Ocelot, Major Zero, plus Raikov all make a return, and everything eventually leads to the formation of FOXHOUND. Okamura-san said Campbell wouldn't be playable, comparing him to Otacon, but spoke further regarding Big Boss, "He's lost the person he most respected and loved in the world – The Boss. He's questioning his very existence, questioning his path in life. I think the real purpose of this game is to explain why Big Boss became the

during development, both single and multiplayer modes, and based on what's been shown, this is likely to be more significant than even the *Grand Theft Auto* releases on PSP – especially since while the basic system resembles console iterations, everything has been specifically tailored for the PSP.

Okamura-san explained "We struck a balance between what would work on a purely 'home' game, and the unique things we could do with a handheld." Okamura also revealed some startling information regarding playtime, "It's

quite long. It might actually be longer than the console games. It's not that the story is longer, but the gameplay is; things have taken on a far more strategy-based dynamic. There are plenty of additions as Okamura-san explained, "Let's say you send one character out on reconnaissance. He finds materials where you must have a technical member of your team make into healing items. That's a simple example, but this sort of squad-based gameplay makes things very deep."

Structurally everything is adaptive; performing certain tasks, such as sending out diversionary attacks, will affect how enemies react and also means later missions are easier. New weapons will be available too, such as enemy-freezing Liquid Nitrogen grenades. We could continue endlessly listing all of the new features, but we're running out of space and besides, we need to prepare for the full review. ■

John Szczepaniak

**WE SAY** There is more to this game than can be covered in a four-page preview. From what's being shown, absolutely everything about *Portable Ops* resonates extreme excellence. It's going to be huge.



This is what it's all about. Deranged plots, hiding behind corners, and sneaking around waiting to attack



Fact: Nearly every *Metal Gear* since the second one has featured the ability to sneak into toilets. Odd...



The question is... can you dig it?

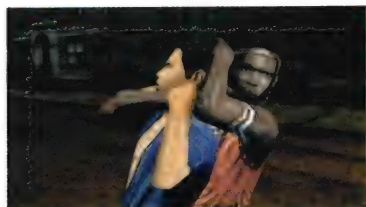
# THE WARRIORS

OUT: TBA '07

Publisher **Rockstar Games** /  
Developer **Rockstar Leeds** / Players 1-2

## WHAT IS IT?

The gritty movie classic becomes a violent and action-packed free-roaming beat-'em-up that's already seen the light of day on PS2.



These two guys obviously really like each other... oh wait, we may be wrong

## EXPRESS CHECKOUT

- Based on the 1979 cult movie
- Voiced by the original actors
- Gang-based combat and action
- Command allies to fight by your side
- Solid conversion of the PlayStation 2 game



If you've never seen *The Warriors*, you've missed out. True, the fact that it's a fairly niche movie that only found success with cult fans, not to mention that its 1979 release means most of you probably weren't even born when it came out, would suggest that many of you might not have even heard of it. Still, that doesn't change the fact that the film is genuinely great – it's a gritty take on a Seventies' New York that's fallen under gang control and is packed with violence and crime, making for some particularly tense and exciting action. But is that enough to make a decent videogame? Well, that depends on who's responsible for making it...

Not surprisingly, Rockstar's decision to turn *The Warriors* from movie to videogame has nothing to do with it being a licensed product; the niche stylings of it put it as far away from the likes of *Harry Potter* and *FIFA* as you're ever likely to get. What is has allowed, however, is for Rockstar Toronto (the developer of the original PS2 game) to bring a flagging genre back to life. The free-roaming beat-'em-up genre has

been fairly flaccid for many years now – and awful games such as *Final Fight: Streetwise* haven't helped it – yet the careful use of the *Warriors* licence has given Rockstar the chance to dispense with the usual 'generic man roams generic city and fights generic enemies to save random girl' formula, and instead gives the whole thing a good dose of

## The game focuses heavily on free-roaming combat

personality. The results, obviously, have already spoken for themselves, with *The Warriors* on PS2 turning out to be an extremely stylish and deep adventure that goes beyond just beating up random opponents, and instead manages to offer something full of personality... you know, just like every other Rockstar product.

Now though, *The Warriors* comes to PSP... but what's different about it? To be honest, the answer is not much – but then, that's no bad thing at all. It shouldn't come as much of a shock to hear that at the helm of the conversion is Rockstar Leeds, who has already proven with *Grand Theft Auto: Liberty City* and *Vice City Stories* that it more than understands how the PSP ticks; as such, bringing *The Warriors* to the PSP with little in the way of compromise shouldn't be too much of a problem. The game still focuses heavily on free-

roaming combat with plenty of moves and, more importantly, gang-based teamwork that sees you work with your fellow Warriors to defeat rival gangs, make money and generally make it back to your base in Rhode Island in one piece; by using the various commands, you can send your men out to steal, assault or otherwise protect you as you

roam the streets. There are even stealth sections and areas where running away,

rather than standing your ground and fighting, come into play... although to explain more would give away too much of the plot.

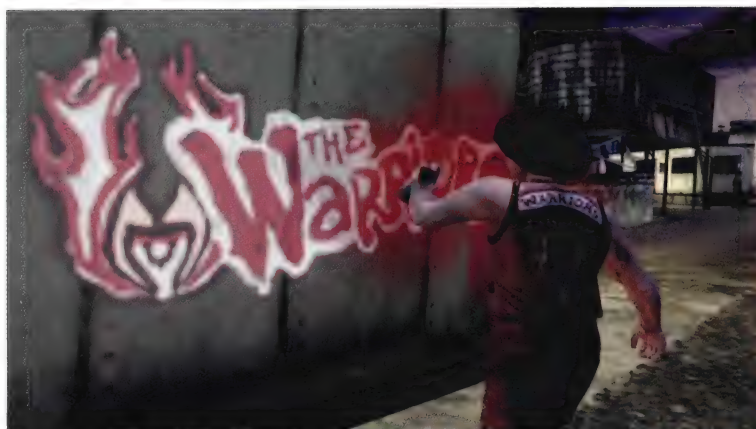
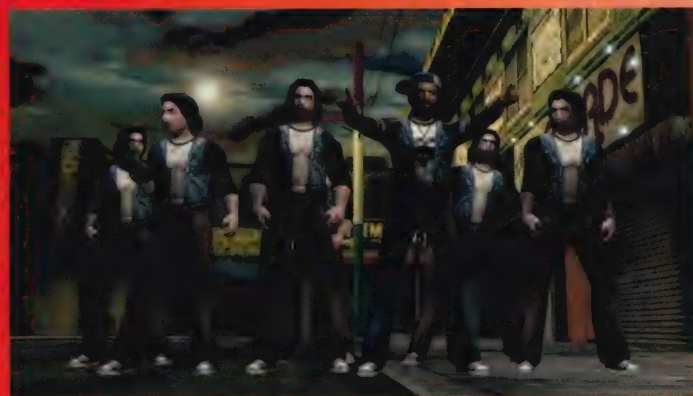
Regardless of the licence's niche appeal, there's no denying that *The Warriors* made for a top brawling experience on the PS2 so providing nothing goes wrong (and there's no real reason to think that it will), Rockstar Leeds' conversion to the PSP is likely to be just as good. We just hope the two-player co-op modes make it in, along with a few extra surprises that the developer has no doubt hidden up the sleeve of its colours... ■ **Martin Mathers**

**WE SAY** Rockstar Leeds' abilities to bring PS2 action to the PSP is already well documented, so there's no reason to expect that *The Warriors* will be anything less than excellent.

## Wanna be in my gang?

### Presenting the story behind the story

Anyone who's seen *The Warriors* will be able to tell you that the plot, while interesting, is pretty flimsy – after being framed for the murder of gang leader Cyrus, The Warriors escape back to their base on Rhode Island... and that's about it. Thankfully though, the game manages to get around this by supplementing the main plot with plenty of background information on each gang member; there's a wide range of missions telling you how they became Warriors and other details leading up to the main story. It makes for an interesting experience, because it's like an expansion of the movie world – something that fans of the film will no doubt relish.



We here at Go>Play do not condone graffiti – unless of course it looks as cool as this



## EXPRESS CHECKOUT

- Designed specifically for PSP
- Over 15 tracks from the original game
- 18 awesome, totally PSP-exclusive courses
- Extensive 56-event single-player mode
- Both Racing and Deathmatch multiplayer options



Racing's important, but so are big guns. Make sure you've got some meaty firepower before heading onto the track, eh?



You don't see many of these little beauties driving round on the streets of London, maybe if it didn't have the guns...

Mad Max, eat your heart out – we blow things up just for a laugh...

# FULL AUTO 2: BATTLELINES

OUT: TBA '07



Publisher **Sega** / Developer **Deep Fried Entertainment** / Players 1-4

## WHAT IS IT?

Destructive racing mayhem with a Sega flavour – there's as much emphasis on crossing the finish line in first place as there is on destroying it before your any of your rivals arrive.

**L**et's lay it on the line right here, right now: we're bored stiff of PS2 ports and other hastily cobbled together PSP titles that do little more than their 'bigger' console brothers offered. Is it too much to ask for proper titles that go beyond the usual 'same game, different format' formula? Personally, we think not. Thankfully, it would seem that Sega agrees with us; and while we've seen more than a few direct conversions from the house of the hedgehog, *Full*

*Auto 2: Battlelines* looks as though it is a definitely step in the right direction.

Now, before you point out the flaw in that claim, let's make one thing clear: yes, we're well aware that *Full Auto 2* is also coming to the Playstation 3. But what you probably aren't aware of is that while the two games share the same title, the rest of the experience is completely different; *Battlelines* for the PSP features a whole host of format-exclusive content for handheld owners to get excited about, as well as retaining the familiar setup that makes the game so appealing in the first place.

Essentially, it's racing packed with guns – lots and lots of guns. While car-based battlers like *Twisted Metal* place the emphasis on destroying anything

explosions, but more the unique single-player mode that has been created expressly for the handheld. Featuring a whopping 56 different events, the career mode features a wide variety of race events; including, Point-To-Point checkpoint sprints, lap-based Circuit races and head-to-head Deathmatch Arena battles – all of which rely of your abilities to use all the weapons available (and even the scenery) to outwit your rivals. You can also upgrade your ride according to how much money you earn from each race – not just on the cosmetic front (although there are many different skins to apply to the 15 vehicles on offer) but also on the offensive side too. With everything from machines guns, grenades and mortars to

**[ It's a lot more cerebral than many people give it credit for ]**

that moves, *Full Auto's* action requires you to \*gasp\* actually drive around courses as well, avoiding obstacles and generally laying siege to the tracks in an effort to block off your opponents as they race alongside you. With more than fifteen courses taken straight from the original Xbox 360 game and another 18 PSP-exclusive tracks set across three totally new areas, there are plenty of places for you to explore (and, of course, blow to pieces); although the fact that there are also many different types of races means that each track offers several unique experiences, depending on what your current goal is.

Something of particular interest to PSP players, however, isn't so much the tried-and-tested formula of driving and

heat-seeking and radar-guided missiles being up for purchase, the amount of destruction you can dish out is really rather impressive.

While it might not seem it, *Full Auto 2* actually looks to be a lot more cerebral than many people would dare to give it credit for, giving it a distinct edge over more basic competitors such as *Twisted Metal*. Providing that Sega ensures the PSP version looks as good as it plays, we definitely can't see this being anything less than an explosive experience in more ways than one. ■ **Martin Mathers**

**WE SAY** Surprisingly fun, providing you like your racing action as unrealistic as possible – it's a lot better than *Twisted Metal*, anyway.



## If I could turn back time

It's Prince Of Persia racing...

Can't stay on the track? Having problems with those tight bends? Keep wrapping yourself round lampposts? Well, don't panic because *Full Auto 2* has the answer in the form of Unwreck – an in-race option that does pretty much what it says on the dented tin. So long as you've got charge in your Unwreck bar, you can 'rewind' any unfortunate accidents and do your best to avoid them; although obviously, not every situation is escapable, depending on your surroundings and how far back you rewind time. It's a nice addition; however, we can't help but think that we've seen it somewhere slightly more platform-based before...



We don't want that one...

# LITTLE BRITAIN: THE VIDEOGAME

OUT: MAR '07



Publisher **Blast! Entertainment** / Developer **Revolution Studios/Gamerholix/Gamesauce / Players 1**

## WHAT IS IT?

A selection of eight fairly tedious mini-games shoehorned in around several *Little Britain* sketch ideas. And yes, it does turn out to be as rubbish as it sounds.

**W**e've got no real problem with licensed games – they're a fact of life in the videogame industry that help keep the financial wheels turning, after all; however, some projects just shouldn't exist. Exhibit one: *Little Britain*, quite possibly one of the most obvious attempts to cash in on something that's proven popular since... well, forever. Never mind that, the game's press release spends more time boasting about how popular the TV show is and offering quotes from cash-hungry executives than it does talking about the game. Having seen first-hand what we can expect from *Little Britain* in terms of gameplay, we can hardly believe how anyone involved in its development can sleep at night.

Essentially, it's a mini-game-type affair that takes the premise of eight sketches featured in the show – from Lou taking Andy to the swimming pool, and Emily Howard playing football in the park; to Marjorie Dawes hating fat people, and Mr Mann just generally being an annoying customer – and then



It's like *FIFA* with all the fun removed and a man wearing women's clothes instead of a football kit



turns them into incredibly simple chunks of gameplay. The idea? To get through all eight mini-games and reach the end of the show. That's it. Really. The fact that there are so many other characters and opportunities for loads more mini-games that appears to have been ignored, and that the games on offer so far look genuinely awful from both a visual and gameplay standpoint, already has us wincing in agony. However, the worst thing is, you know it's going to sell no matter how bad it is.

With that in mind then, there's clearly not much we can do here besides try and forewarn you that if you're even thinking about buying this, you're what's wrong with the games industry today. And Blast! Entertainment should be ashamed of itself. ■ **Martin Mathers**

**WE SAY** As cynical a marketing ploy as you're ever likely to get, *Little Britain* seems nothing more than a hastily cobbled effort made to cash in before people get bored. And that's us being nice about it.

## EXPRESS CHECKOUT

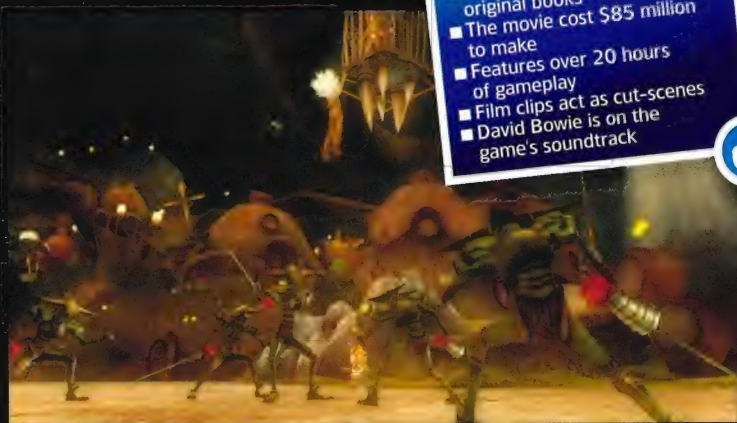
- Based on the hit TV series
- Features several familiar characters
- Voiced by David Walliams and Matt Lucas
- Focuses on mini-game action
- It looks... well, rubbish



We really liked this sketch, but that's no reason to milk it for all it's worth

## EXPRESS CHECKOUT

- Based on Luc Besson's original books
- The movie cost \$85 million to make
- Features over 20 hours of gameplay
- Film clips act as cut-scenes
- David Bowie is on the game's soundtrack



The game of the film of the books – if that makes any sense

# ARTHUR AND THE INVISIBLES

OUT: FEB '07



Publisher **Atari** / Developer **Etranges libellules** / Players **1**

## WHAT IS IT?

Lead Arthur and his friends through the tiny world of the *Minimoys*, solving puzzles and beating enemies along the way; it's a 3D adventure with the emphasis on teamwork, apparently.

**W**e'll be totally honest – we never knew that Luc Besson wrote books as well as made films. And yet, *Arthur And The Invisibles* represents just that: as a movie based upon the four-volume adventure penned by Besson himself, it would seem that a ton more work has gone into its creation than your usual animated outing. What's more, the film is actually looking pretty impressive, with a huge amount of money, time and effort being put in to

make it worth watching; however, does that really mean the same can be said for the game?

To be frank, we're not sure. Coming from a developer we've never heard of before and being published by Atari is never going to be a good start for a new project, but what really has us unsure right now is how *Arthur And The Invisibles* is going to meld together so many different genres (including driving, flying, combat and puzzle solving) into one solid experience. Using the film as a base might help it in terms of structure, but from a gameplay point of view, we've got horrible visions of *Haven: Call Of The King* flashing through our minds – a game that tried hard to do the same, but ended up being a hideous mess of jumbled styles.

Certainly, the fact that Luc Besson has a hand in the development could at least mean that the game's aesthetics are true to the movie, which is always a plus. Still, it would be nice to see something other than just a port of the PlayStation 2 game – after all, that's what every publisher does and look where it's got the PSP so far... ■ **Martin Mathers**



The gameplay focuses on teamwork, so you'll need the skills of Arthur, Selenia and Betameche



There's a good mix of different gameplay styles from combat and driving, to flying

**WE SAY** It could be interesting, although the PSP deserves more than just a knock-off of the PS2 game – the DS gets a unique version, so why shouldn't we?

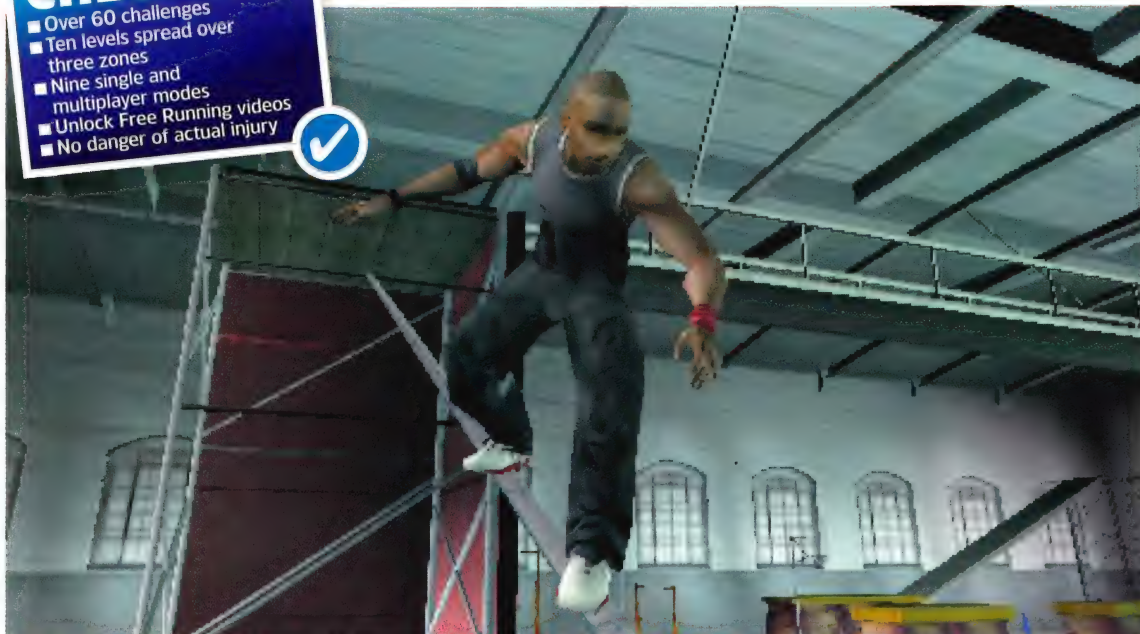


As well as working together, each person has their own powers and objectives to complete



## EXPRESS CHECKOUT

- Over 60 challenges
- Ten levels spread over three zones
- Nine single and multiplayer modes
- Unlock Free Running videos
- No danger of actual injury



Running can be fun, who'd have thought it?

# FREE RUNNING

OUT: MARCH '07

Publisher **Reef Entertainment** / Developer **Rebellion** / Players 1-2

### WHAT IS IT?

Perform death-defying stunts as you fling your fragile body from rooftop to rooftop in an effort to make the entire city your playground.



Once was the time where flinging yourself across rooftops and along ledges was reserved for those of a more depressed nature, wishing to leave this cruel world behind. Now, thanks to some crazy Frenchmen, everyone's at it – without the suicide part, obviously.

With a new underground sport on the rise it was almost inevitable that someone

Like a *Tony Hawk* game without wheels, *Free Running* puts you in control of one character, out of several to choose from, (including Sébastien Foucan who can currently be seen throwing himself around on a crane in *Casino Royale*) and lets you do pretty much whatever you like. Almost anything can be used to jump on or vault over while you try to link together as many tricks as possible without making a fatal

**[ Almost anything can be used to jump on or vault over ]**

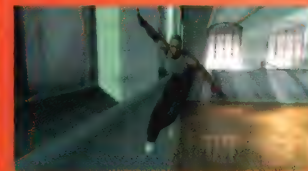
would come along and make a game based on it, and that's exactly what has happened. Due to be released by Eidos a few months ago, the rights to *Free Running* were acquired by Rebellion just after it bought Core Design Studios from Eidos earlier this year. Now the game is finally seeing the light of day, thanks to Reef Entertainment.

slip. Timing is key in *Free Running* and you need to learn exactly when to push the right button at the right time, but when you do it looks great. Much like the *Tony Hawk* games, each of the ten levels in *Free Running* contains a selection of challenges to complete; from racing a fellow Free Runner to a specific point, to collecting hard-to-reach icons.

## What is Free Running?

It's more than just running about

Evolving out of the French discipline of Parkour created by David Belle, Free Running sees participants attempting to traverse an environment in the most fluid way possible. This is achieved by going over obstacles rather than around them, using a combination of jumps, vaults, and climbing – basically whatever move will get you where you want to go in the most graceful manner. Although it's predominantly seen as an extreme sport, many who indulge in Free Running see it as more of a martial art due to the fluid movement that is required and the physical and mental dedication that it demands. Don't try it at home, kids.



From what we've played so far, *Free Running* seems like the perfect game to break out and attempt some challenges while you have a few spare minutes; however, those not used to the timing involved in extreme sports games may find the controls a tad too unforgiving at first. The camera is a pain to operate without the aid of the second analogue stick too, but we're not sure how else it could have set up.

Apart from those minor issues, we liked what we saw of *Free Running* and if you're bored of waiting for *Project 8* to show up on PSP, then this is a worthy alternative. It offers something a little different too, which is nice. ■

Simon Griffin

**WE SAY** Shaping up quite nicely so far; however, the unforgiving controls are a little off-putting, as is the fiddly camera movement.



This guy's just warming up with a bit of pole dancing before he makes the leap



An ambitious jump indeed, but he should make it. Check out the sunset in the meantime



Spherical rolling madness without Monkeys?!

# SPINOUT

OUT: FEB '07

Publisher **Oxygen Interactive** / Developer **Icon Games** / Players 1-4

## EXPRESS CHECKOUT

- Nine different environments
- Real-time visible damage
- Share your best times via Wi-Fi
- 2 million customisable possibilities
- It's got 54 tracks

**S**omehow we completely associate simians in transparent balls as the archetype of all circular rolling antics. It's insane!

Well, eliminate the cutesy primates from your minds; this is certainly no monkey business. Despite its uncanny likeness to the famous *Super Monkey Ball*, *Spinout* is more of a futuristic *Monkey Ball* hybrid. It's an action/arcade racer drawing inspiration from both these scenes in a strangely appealing marriage.

Races are situated hundreds of feet in the air aboard arenas that you must navigate through in order to reach a goal. But this is no spacecraft state of affair; this is a spheroid vehicle roll out with platform-style gameplay



and high risk assessment of vertigo-inducing fall outs. With sprawling cities at your peril and clear-as-day visuals, the thrill factor is

Icon Games has worked previously on snooker and pool games for the PS2, so it knows a thing or two about decent

**[ This is a spheroid vehicle roll out with platform-style gameplay ]**

ball dynamics and 'believable' environmental physics. After all, the last thing you want in

intense over an awesome 54 tracks that scan nine environments.

Your Xorb is fully customisable with over 2 million combinations for pimping individuality; it's also host to real-time damage deformation, should you get yourself into any collisions or if you get shot too much by the weapons involved. You are also dared to tamper ambitiously with gravity; the more adventurous you are with stunts and manoeuvres, the more risk awards you are able to gain.

The two main modes for singular play are Arcade and Career. The latter will no doubt enlist a ridiculous story into the fold; whereas the former involves pure, simple level beating. There's an intuitive tree-diagram system to this too with difficulty choices. Introduce a friend or three to the mix and you can also engage in a choice of different competition modes.

this type of game is to feel cheated by poor mechanics. True to that, *Spinout* runs pretty smoothly, if a little sluggish speed-wise, and even though our Xorb did sometimes disappear behind invisible walls, the camera work is otherwise pleasurable. Teetering along narrowing pathways, spiralling down ramps and leaping through the sky are all joys that *Spinout* manages to provide – when you succeed, that is. If you think you can stomach the inevitable infuriation that these games offer during their later levels, then good money is on an enjoyable tussle with gravity. ■

**David Sangra**

**WE SAY** A few missed releases mean one of two things; either the developers are tweaking for better performance or they're scraping the barrel for ideas and improvement. Time will tell.



## Smash to the future

Crashing and banging your way to victory... or death

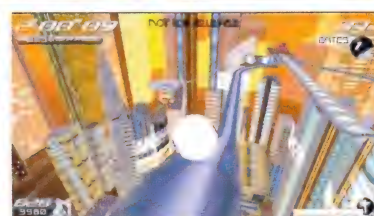
These games are all about level design, we know futuristically based games are popular; we know extensive customisation is a winner with the kids, and we know the physics feel good and the real-time damage works a treat (you can even see the woman inside controlling the Xorb as its outer shielding peels away!). That's all dandy; however, what *Spinout* really needs is inventive level layout and heart-stopping memorable moments that it has the potential to provide.



We would much rather take a plunge into one of those pools than take the dive to the floor!



From the fields to the city; we're not sure which is worse!



Thin ledges like this are sure to get your muscles rigid with fear





Keeping your opponents in sight is wise so you're ready to unleash those missiles



This is what we call a target-rich environment

# M.A.C.H.: MODIFIED AIR COMBAT HEROES

OUT: MARCH '07



Publisher **Vivendi** / Developer **Kuju** / Players **1-6**

## WHAT IS IT?

A flying game, but not as we know it. Fly through canyons at ridiculous speeds while shooting down your opponents in a race to the finish.



No Machpower and an incoming missile is a recipe for disaster

**T**raditionally games involving aircraft are generally the same – fly from one place to another, perhaps shooting something on the way. That has pretty much been the case on the PSP so far with *Ace Combat* and *Pilot Academy* doing exactly that. Not that you should assume they're not very good. Far from it in fact and both are worthy of your attention. However, we always like it when a game gives a slightly new twist on a genre and that's just what *M.A.C.H.* does. Rather than being your 'usual' air combat game that gives you some objectives to complete, *M.A.C.H.* takes a completely different approach by having pitted in races against other pilots.

These races are similar in style to those found in *WipeOut* with a little *Burnout* gameplay thrown in. The selection of courses take you through a variety of environments but all of them have something in common, namely narrow, twisting canyons. Racing through these at breakneck speed is great fun and while collisions are forgiving, if you hit something too hard you'll explode into a ball of flames. To make this experience even more adrenaline fuelled, you need to fly as close to the ground as possible in order to fill your Machpower meter, which can be used to give you an afterburner speed boost, or to perform a barrel roll in order

to evade on incoming missile. However, there is more than just missiles to contend with and a veritable arsenal is available to those skillful enough to fly through the sparse icons scattered though the courses.

**[ Racing through narrow, twisting canyons is great fun ]**

It's not just racing on offer and what aircraft game would be complete without some dog fighting? *M.A.C.H.* delivers with style and provides a selection of arenas in order for you to battle it out with rivals. The usual weapon pick-ups are available, but you also get some rather tasty machine guns to assist you in cutting the opposition to shreds.

Along with these two main modes there are also a range of challenges,

such as time trials to bolster the roster of activities. Of course, it wouldn't be complete without some multiplayer modes and you can challenge mates to both races and dog fights that are particularly well suited to multiplayer. Even Game Share has been included so it looks like Kuju has pretty much thought of everything.

Those of you out there who are looking for a game that does exactly what it does on the tin and offers simple thrills, should keep a look out for *M.A.C.H.* when it flies on to the shelves soon. ■ **Simon Griffin**

**WE SAY** Pure, unadulterated fun – we really can't see this being anything but awesome. Plane fans and race fans should love it.

## Tunnel Vision

Every time you go up in the air, you're unsafe

Some of the environments that *M.A.C.H.* throws you into really couldn't be less suited to jet aircraft – that's what makes it so great. Blasting down a tunnel at 500mph is one of the biggest thrills *M.A.C.H.* has to offer and even though you can get away with scraping the wall, you'll end up a greasy spot on that wall if you fly too recklessly. Now we know what Kenny Loggins meant by the "Danger Zone".







Yes! She fancies me! Just wait until I bust out a few of my break-dancing moves...



It looks a little bland, but the naval battles are highly tactical and surprisingly frantic

We're excited! About Sid Meier's Pirates! On the PSP!

# SID MEIER'S PIRATES!

## EXPRESS CHECKOUT

- Pirates! was born in 1987
- Meier is most famous for *Civilisation*
- The original sold a million
- Play a 17th Century pirate
- 27 ships in the original

OUT: 27 FEB '07

Publisher 2K Games / Developer Firaxis Games / Players 1-4

### WHAT IS IT?

A PlayStation Portable remake of a PC remake of an older PC game: a pirate-themed real-time strategy title with a few role play elements.

**A**rrrr. Shiver me timbers. Avast ye scurvy dogs, I'll make ye walk the gangplank, and so on. Now that we've got that nonsense out of our system, perhaps we can get on with the rest of this preview without uttering so much as a hint of another pirate cliché.

Way back at the end of the Eighties, when *Sid Meier* was a big name in the world of videogames (but not quite the icon he is today), *Pirates!* was conceived for

with cannon fire until it was well-softened up, and then boarding the ship to duel with the captain. Entire ships can also be captured and sold, or kept as a part of your burgeoning fleet. Individual vessels can also be upgraded to suit a transportation or military role; as can your own sword, to give you the advantage in a duel. If your fleet is big or powerful enough, ports can be sacked, although it's a dangerous business. There's also buried treasure to be found,

## [ You sail the seas, attacking vessels and amassing 'booty' ]

## A pirate life for me

Will you go down in history as a tyrant or hero?

The PSP version appears to have stuck closely to the role-play side of the PC game, by including a reputation system. This is affected by your every action: the number and type of ships you attack, your relationship – or lack of – with a certain country or faction, your relations with the governors of the various ports, who you kill, and even who you marry. You play whichever role you choose throughout the life of your character and, depending on these actions, you're given a score and a short summary of how you've lived and died as a pirate. It varies greatly and is a thoroughly rewarding system that encourages repeat play.



the PC, went on to sell more than a million copies worldwide and received widespread acclaim. It didn't shackle itself to any particular genre and had elements of both role play and early real-time strategy.

Over a decade on and the *Sid Meier* franchise had grown, so it was high time to remake *Pirates!* in its native PC format as well as Xbox. It obviously required building from the ground up, but it remained true to the original, and, once again, it was a well-received title. So it's no surprise that Firaxis are extending the franchise to the PSP.

*Sid Meier's Pirates!* sees you take on the role of a pirate captain and, as such, you are given the opportunity to progress in your moral decisions and choice of allies. Ultimately you aim to become the best pirate in Caribbean history and achieve first place on the leader board, but whether you're the most feared or loved is up to you and the pirate life you lead.

As a pirate, you sail the seas, attacking vessels and amassing 'booty'. In the original *Pirates!* naval battles comprised of two main stages: broad-siding the enemy vessel

although a lot of the time it involves chasing rumours from port to port and navigating from the decrepit maps.

Visually it's a markedly similar game to the PC version – a feat in itself considering the limitations of the portable hardware compared even to the power of a 2003-spec machine. We can expect leaner content than the previous *Sid Meier's Pirates!* however; the original 1987 classic was a massive game, so there will be plenty to get your teeth into for those that are fresh to the series.

If Firaxis put even half the detail and polish into *Sid Meier's Pirates!* for the portable version that they did for the PC, PSP owner's will be treated to a deep and involving title with almost endless replayability. ■

Ben Biggs

**WE SAY** Firaxis should be approaching the completion of this title within the next month. It looks good so far, and considering that it requires little more than scaling down and porting, there's no reason why it should slip.





Does Activision have what it takes to compete against other compilations?

# ACTIVISION HITS REMIXED

OUT: 3 FEB '07

Publisher **Activision** / Developer **In-house** / Players 1-2

## WHAT IS IT?

Over 40 of Activision's classic Atari 2600 titles, all on one UMD, along with Eighties' music tracks and an abundance of bonus extras.

## EXPRESS CHECKOUT

- Over 40 classic Atari 2600 games
- Wi-Fi multiplayer Functionality and Game Share
- Unlock original Activision TV ads
- 12 music tracks from the Eighties
- Mid-game saves for all titles



It looks simple, but it's still enjoyable trying to beat your best time while weaving between towers

**P**recedents can be a dangerous thing. When a new game comes out and changes the way you perceive every other title of similar ilk, it can lead to companies putting in greater effort in order to match the setter, or it can make you look negatively on things which would have previously seemed acceptable. There have actually been several previous Activision compilations on PC, PSone, PS2 and even Nintendo's GBA. The later iterations were generally met with positive reactions from the gaming press that were interested in retro titles. Considering these games are over 20 years old and define the word "basic," it's clearly aimed strictly at hardcore fans, with the possibility of retro-curious people being enticed by the low price.

This would be fine but, after the *Sega Mega Drive Collection* on PSP, retro compilations have an entirely new standard to live up to in terms of pricing, bonus content, plus the all-important quantity and quality of games. Sega's release changed the retro landscape, and is a hard act to follow, thanks to having 32 titles, nearly all classics, and pricing it

at only £20. The quality of the Activision games is lower, not because they're poor games, but simply because of the brevity, and hence there are just over 40 available. Unfortunately, the announced RRP is £35, which raises many concerns.

Admittedly the likes of *H.E.R.O.*, *Pitfall 1 & 2*, *River Raid 1 & 2*, *Sky Jinks* plus several others are incredibly enticing; however, it just doesn't seem like good value for money when other

sell an overpriced collection of ancient, though admittedly fun, games, when the competition are doing things cheaper?

In fairness they are promising some nice extras, like approximately a dozen songs from the era, including tracks by Twisted Sister, Soft Cell, and Blondie, among others. While past Activision releases have included a wealth of nifty extras (histories, clothes patches, manuals, etc), and even previously unreleased

games, along with several excellent homebrew titles (quite the highlight in past collections).

**It will only appeal to the most dedicated and obsessive fans**

retro compilations offer more for less. If you're genuinely into all things retro, and not simply reading this preview because a lusty drunken tramp is standing naked over you and brandishing a knife ordering you to do so, then you're going to be interested by all the available retro remixes on PSP; in which case, it makes more sense to save £15 and go for Sega's compilation with superior games. Any obsessive Atari fan who might protest this statement, and is only interested simply because it contains 2600 games, most likely already owns the equally portable and much cheaper GBA version. So it begs the question, how does Activision believe it is going to

But despite all these nice touches there is going to need to be a serious marketing strategy rethink otherwise, come release day, *Activision Hits Remixed* is going to appeal only to the most dedicated and obsessive of fans, and therefore not sell many copies. Which would be a shame, because Atari 2600 games are perfectly suited to the quick-play ethos of portable gaming. Activision, the ball is in your court. **John Szczepaniak**

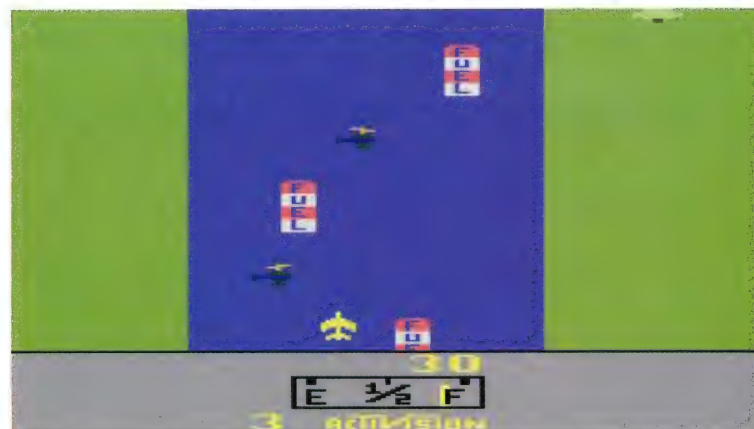
**WE SAY** We liked Activision's previous compilation releases but, having been so generously spoilt over the past year, we're having serious doubts about the price-to-games ratio of this.

## The Legacy of Activision

A very different company today, Activision once blazed trails

The history of Activision and its founders is an important one; they were the original bad boy rebels of the industry. At the time all Atari 2600 games were exclusively published by Atari, who had something of a monopoly going on. It also refused to credit game designers or reward them for successful-selling titles. With growing annoyance over this, four programmers departed from Atari and, thanks to Jim Levy, founded Activision in 1979. Their

attitude of "sticking it to the man" certainly paid off, since the company went on to become extremely successful.



Good old *River Raid*, fly up a river and blow stuff up. Despite its simple gameplay, the action is still fun





The camera is pinned behind your jet so you don't have to worry about moving it around



The guy on the right has opted for a tiger-striped paint job. It's a bit odd, but provides good camouflage here

Rocketing from its grave back up to our skies

# AFTER BURNER: BLACK FALCON

OUT: Q1 '07

Publisher **Sega** / Developer **Planet Moon Studios** / Players 1-4

## WHAT IS IT?

It's a gravity-defying flight combater inspired by its classic arcade sibling. Inheriting this arcade nature, *After Burner* takes you soaring and stunting through the skies at the helm of a fighter jet's cockpit as you fly to take down the culprits of a mass aircraft robbery.



Locking on is a cinch, so you can enjoy fiery glazes like this very often

If you were to ask for just one arcade flight combater on your PSP, it would be this. What once blazed through young munchkins' dreams in the past, what once made knees weak standing afoot an arcade machine and what once had many teenagers aspiring to be pilots; *After Burner* was, to many, the pinnacle of flight combat. It's a slice of revived gaming history, it's the first of the genre on PSP and it's most certainly a good place to start.

We're used to today's gaming age; one that thrives on complexity, realism and on authenticity of simulation; to be completely honest though, sometimes we just want a happy medium. Sure it's great having vehicular perfection and real-world physics but, occasionally, it just detracts from the simple essence of fun. That's why we're

glad to see a flight game in production with some arcade heritage; it means you can cast aside control complications and just enjoy shooting the hell out of some aircrafts! *After Burner* provides on both fronts. Knowledgeable flight buffs are kept in tow with 19 officially licensed military planes, modelled from their real-life counterparts while the rest of us enjoy blissful simplicity of control; barrel rolling and bullet drilling like no tomorrow, at the touch of a button.

Take to the skies over dangerous terrains; including blazing deserts,

## Gun down fighter jets, army tanks and even battleships

sun-stroked beaches, wild earthed jungles and splitting icy tundra's as you gun down fighter jets, army tanks and even battleships using your powerful weapons. Your aircraft, though carefully constructed, is also partially modifiable with customisable options. Tarp up its appearance, install your preferred weapons and upgrade your burners for

what should provide an impressive sense of speed. You get to choose what you wish too, using money earned in a story-rich single-player quest.

There are 13 missions to the campaign wherein each of them you will face a formidable boss to recover one of the 13 stolen jets before they are sold on to terrorists. Linear though this seems, you can actually choose from three pilots of differing personas and handling techniques that vary some of the unique assignments throughout the game. This should hopefully provide

an incentive for a few re-runs. Every jet you recover becomes yours to utilise too, which should also inject some spice into the gameplay as well.

The PSP's power is already displaying some detailed graphics and impressive particle explosion effects for *After Burner*. If it's manageable that the game can handle further development from how it's looking already and maintain a fluent frame rate, it may even astound. For now though, it looks lush, it plays sweetly and it encases nostalgia; you could do worse than to befriend its cockpit come release time. ■ **Javid Sangra**

**WE SAY** *After Burner* will remedy the lack of flight combat games on PSP because it's shaping up to be pretty damn good. Welcome back!



See your goal progression in every mission there on the right hand side.

## That be fighting talk...

Fly with company – friendly or hostile

It can get lonely up there in the skies, but luckily you can avoid this by playing one of *After Burner*'s Wi-Fi-enabled multiplayer modes. Play with mates in co-op missions or turn your missiles upon one another in aerial duels. It's great, there's nothing like destroying your peers in a game like this!







All this shooting just to stop a space witch

# XYANIDE RESURRECTION

OUT: Q1 '07



Publisher **Playlogic** / Developer **In-house** / Players **1-2**

## WHAT IS IT?

Shoot up all the ships that are firing at you in this fast-paced old-school 3D shoot-'em-up. It's a little bit retro, it's a little bit right now.

## EXPRESS CHECKOUT

- A remake of an Xbox game
- Suited for the PSP
- Lots of pretty lights
- Excellent explosions
- 15 levels



When two of these guys are on screen it takes a lot of evasive manoeuvres to survive



**T**here hasn't been too many shoot-'em-ups released on the PSP, not in the sense of the old-school R-Type games; sure there are few on the occasional retro collection, but what about something new? Hoping to pique your trigger finger's interest is *Xyanide Resurrection*.

It's an odd mix of retro shooting with some newish 3D graphics. Rather than merely going from left to right while blasting away at everything that flies near you, the game takes you on a journey into the screen and then makes you turn around. Your ship hovers in the middle of the screen and the enemies come at you from all angles. You can guide the ship and its targeting reticule over the enemies and let rip with some laser fire, all the while having to dodge in between the multitude of shots coming your way. There is little room for error, especially when the screen fills up with the impressively lit energy bolts or the insanely accurate homing missiles are chasing you no matter which way you turn.

You have a few things on your side though, the radar will become your best friend for a start. Because *Xyanide* is set in 3D space, the enemy ships will pass you if

you miss their first assault and then they'll turn around and attack you from behind. They're so evil they don't even have the decency to give you a chance to reach around, they just start blasting away at your ass, draining your energy bar. But by

You also have three smart bombs for each level that will greatly damage, if not destroy, every enemy on screen. But maybe you should save them for the boss battles. These huge ships take quite a beating and have different attack

patterns, depending on which bit of them that you have destroyed.

*Xyanide's* visuals

are impressive; however, it does take a while to get used to avoiding everything in addition to blasting away at the enemies; some of our early results showed that we hadn't even managed to destroy half the targets before we were obliterated by an angry boss. Rats. **Tim Empey**

**WE SAY** It feels strange when you first play it, but sticking with it reveals that it could be one of the best shoot-'em-ups on the PSP.



## Comix Zone

Behind the shooting there is a story

As you progress through *Xyanide Resurrection* you can unlock more parts of the digital comic included in the extras. This explains the plot of the game and while it's not really animated, it has an interesting take on cut-scenes. It's all to do with a witch called Aguirre who has been sentenced to death by the Judges of Mardar for devastating various worlds and civilisations. You play the unlucky sod sent out to bring her to justice and dump her in a black hole. Getting to her through all the enemies is going to take a lot of skill.





## EXPRESS CHECKOUT

- Officially licensed players
- Each player has unique animation
- Loads of multiplayer modes



Hey, could someone help me out here, I think I've lost a contact



The fielding became very lazy when they found out they could sleep on the job



Let's hope you have full control over your fielders, unlike every other baseball sim...

MLB hits a home run in your hand

# MLB 07: THE SHOW

OUT: FEB '07

Publisher **Sony** / Developer **In-house** / Players 1-2

## WHAT IS IT?

Fully licensed baseball with the kind of anal attention to detail you would expect of an American sports title.

**M**LB pretty much has the entire Baseball sim market sewn up. While we're normally against the kind of monopoly enjoyed by numerous titles out there, we can't help but think that having *MLB* pitching on the mound is nothing but a good thing. Why? Well, simply because the series is amongst the most accomplished out there, and given just how weak every other baseball title out there is, we wouldn't recommend anything else for those who like their stateside sports.

We have been looking out for a decent baseball title on any format for an awfully long time now; however, unfortunately we simply haven't managed to gain access to anything

on the PSP since its birth over a year ago. Sure they've had them in the US for some time now, but *MLB* – should it make it to our shores – could well be the next big thing. Okay, we'll give it to you straight; many aspects of the PS3 version won't find their way into this

sports sims fall down on. Very often you're left, after you've hit or pitched the ball, with little to do until the outfield automatically return the ball. We can't make too much sense of the information we've got at the minute, but in amongst all the double plays, branch

points and relays, we have been assured of full fielding control.

Sure, not all

of this will be immediately obvious, especially on the PlayStation Portable; however, with more control and a far better physics engine than any other, you can safely say that *MLB 07: The Show* will be hitting every other baseball game for six. Oh, whoops, wrong game. ■

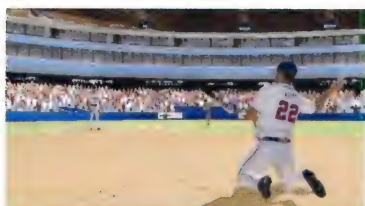
Tom Leclerc

## What raises Sony's effort above the rest is the attention to detail

iteration, but with a fully comprehensive franchise and career mode along the lines of what *FIFA* and *Madden* offer, stat-happy fans will be in heaven.

What raises Sony's effort above all the rest (and by quite some way, in our experience) is the attention to detail. Not every batter swings the same way, pitchers have differing release points and timings, while fielders have a variety of abilities. Speaking of fielding, it's often the area that such

**WE SAY** Given the proficiency of previous titles in the series, we're guessing this will take over.



## Field of dreams

### Me acronym's are playing up

The yanks are all about their acronyms, especially when it comes to *MLB 07*. No different. In addition to an already impenetrable array of stats and features, *Major League Baseball 07 (MLB 07)* adds a few more to the options. Adaptive Pitching Intelligence (API) and Pitch Command System (PCS) may sound like fancy words for gameplay, but what they boil down to is more fielding and pitching options than you can swing a bat at.



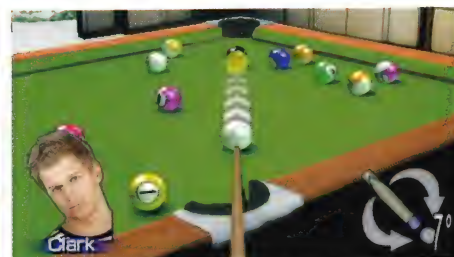


## EXPRESS CHECKOUT

- 20 Dream Model videos
- 100 photos
- Access to online downloads
- 13 game types
- 13 playable characters

POCKET POOL

COMING SOON



It's not just about bootylicious babes, Clark is the reward for women (or men) who try their hand at the game



The gameplay is pretty much what you'd expect from any pool or snooker sim

Here's your cue to play with your balls

# POCKET POOL

OUT: JAN '07

Publisher **Conspiracy Entertainment** / Developer **Hyper-Devbox** / Players 1-2

## WHAT IS IT?

Pool and snooker with a twist – a dirty, filthy twist that sees you playing against hot chicks and unlocking pictures of them. Partial nudity is the order of the day.

It's about time we had some unabashed grot on the PSP. We're not talking about UMDs of *Desperately Sexy Housewives* or *Dirty Mature Women*, we're talking about a game that disguises its filthy intentions with something else. Think *Sam Fox's Strip Poker*, which let's face it, was never about playing a game of cards.

*Pocket Pool* takes much the same route by giving you a regular pool and

snooker sim that goads you to do well with a selection of naughty pictures and videos that wait to be unlocked until you do well enough. These aren't just any old bits of fluff, oh no. These fine specimens of the female form are none other than the Dream Models, as photographed by J. Stephen Hicks, who is, apparently, the premier glamour photographer on the web. Each of the luscious ladies appears as a playable character that you can use

From what we've seen so far it all looks pretty faithful and graphically, we can't see anything wrong with it. It purports to have real-life physics and intuitive controls, but then what pool game doesn't? One thing it does have is a load of funky designs for cues, balls, and tables to spice things up a little. There are also six camera angles to choose from during play plus a replay option to watch those amazing shots over and over.

## The glamorous life...

### ...of a nudie picture taker

J. Stephen Hicks has done pretty well for himself. Not only does he get to snap away for hours taking pictures of sexy models in exotic locations, people actually pay him wads of cash to do it too! Growing up in Colorado he quickly developed an interest in the outdoors and all the natural beauty that surrounded him. At 19 he bought his first camera and fell in love with photography. He moved to California and began photography classes at Brooks Institute in Santa Monica. As well as his love of nature he also appreciated the female form and most of his assignments ended up involving girls in some way. Eventually landing in a position at *Playboy*... right, that's it, we've heard enough!



## [ It goads you to do well with a nice selection of naughty pictures ]

in a number of suitably exotic locations including a cruise ship, nightclub, casino and mansion. Obviously you need to earn the right to play in some of these classier places and your career will initially begin with games in seedy bars and pool halls. To ensure sexual equality there are also male players to play against or take control of; but, as far as we can tell, their kit stays firmly on (sorry girls).

However, *Pocket Pool* isn't all about the flesh on show, there is actually a comprehensive pool sim buried in there somewhere with 13 games including 9-ball, 8-ball, Rotation and Blackjack.



Man, that's one seductive look. Have you ever had a better reason to play pool? We thought not

The quality of the gameplay itself remains to be seen, and with some stiff (excuse the pun) competition from the likes of Sega's *World Snooker Challenge 2007*, *Pocket Pool* will definitely need to pull more than just tastefully photographed babes out of the bag. Of course, it is a budget title at only £19.99 so that might just be enough to persuade you and your mates to try out this titillating treat. ■

Simon Griffin

**WE SAY** If the gameplay can stand up to scrutiny then we guess this could be worth a look – if the nudity doesn't offend you, of course.



Oh yeah, there's pool in it too. Handy guides will help you become the king of the tables





So much more than a square, but less than a dodecahedron

# CUBE

OUT: MARCH '07

Publisher **D3 Publisher** / Developer **Metia Interactive** / Players 1-2

## WHAT IS IT?

Navigate challenging puzzles filled with lethal obstacles as a rather agile little cube. A bit like *Monkey Ball*, only without monkeys and, um... balls.

**T**hings might just be looking up for the PSP with yet another exclusive game being UMD-bound. *Cube* purports to be a highly addictive strategy/puzzle game and from the looks of it, that appears to be the case. With 135 levels of mind-bending over nine themed zones there's certainly plenty of gaming on offer.

In case you hadn't figured it out yet, your method of conveyance through these levels is a cube. The little fella rolls his way around the suspended 3D platforms and mazes made up of, guess what, more cubes. This sounds relatively



simple but there are a variety of evil traps and obstacles just waiting to put an end to your cube's adventure. From rolling bombs to sinker cubes, in total there are 13 different hazards that will hinder or halt your progress through a level. Not everything is out to get you though, and some of these objects can actually help you make your way through the game, which is nice.

Once you're done with all 135 levels, which will take some time, you can extend the lifespan of the game with the Puzzle Creator mode. You can build custom levels to challenge both yourself and your mates and you can make them as simple or as fiendish as you want. Interaction with other *Cube* owners doesn't end there and the game also features Battle and Co-op modes with a total of 35 different levels to try out. Even those that don't own a copy of the game can get in on the action with game share – all the bases are covered! ■

Simon Griffin

**WE SAY** The PSP has an abundance of great puzzle games and it looks like this will add to that already substantial roster.

## EXPRESS CHECKOUT

- 135 levels
- Design your own levels
- Competitive multiplayer
- Co-op multiplayer
- Loads of deadly obstacles



## RPG now stands for Role Puzzling Game PUZZLE QUEST: CHALLENGE OF THE WARLORDS

OUT: MARCH '07

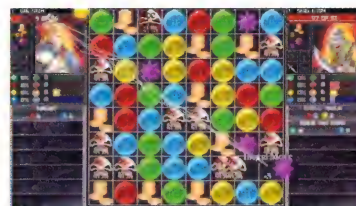
Publisher **D3 Publisher** / Developer **Infinite Interactive** / Players 1-2

## WHAT IS IT?

It's a puzzle game. No, it's an RPG. No, it's a puzzle game. No, it's both! *Puzzle Quest* merges two genres to create an all-conquering RPG puzzle game.

**I**t's not unusual for most RPGs to have puzzles lurking in them somewhere, in fact, it's usually expected. It's rare, however, to find a puzzle game that has RPG elements but that's just what *Puzzle Quest* has! All set to turn genre conventions on their head, *Puzzle Quest* plunges players into the Warlords' universe and puts them on an adventure to save the land of Etheria from the nefarious Lord Bane.

To defeat this evil tyrant you must engage in head-to-head 'match-three' style puzzle games. Each successfully completed puzzle will advance the storyline and also earn you experience points for your customisable hero. Rewards are plentiful too and you'll acquire helpful companions along with a variety of spells and potions, plus weapons, armour and, of course, that all-important cash.



The turn-based gameplay that makes up these puzzle battles promotes plenty of planning and is as slow-paced or frantic as you want it to be, which is a different approach from most puzzlers. The difficulty is also slightly different with it being tied into outfoxing your opponents rather than a steady increase as you progress through the levels.

Multitplayer is a given in PSP puzzlers and this is no exception, with a solid Battle mode that can be played via Wi-Fi. Unfortunately there's no online modes, which would suit this game well.

With a rich diversity of gameplay and what looks to be a skilful merging of genres, *Puzzle Quest* might just provide us with an in-depth puzzle game that will undoubtedly appeal to a large range of gamers. ■

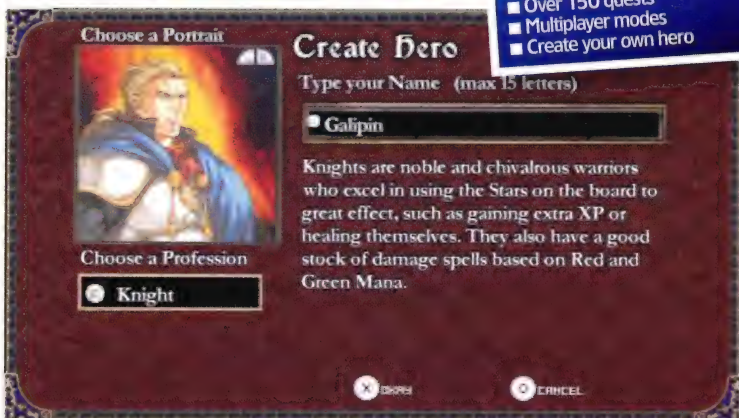
Simon Griffin

**WE SAY** A strange mix of genres that might just work if it can provide addictive puzzling and solid strategy, which it could well do.



## EXPRESS CHECKOUT

- Puzzle and strategy in one
- No penalty for losing
- Over 150 quests
- Multiplayer modes
- Create your own hero





**READER  
OFFER**

# OVER 900 PAGES of Photoshop® tutorials and projects ON ONE DISC!

- 📀 This revolutionary new eMag format contains over 900 pages of Adobe Photoshop tutorials and projects from the first 12 issues of Photoshop Creative
- 📀 All articles are faithfully reproduced and can be viewed at any size or easily printed
- 📀 You can quickly search for individual articles or the entire database of issues
- 📀 DVD contains important resource files for you to recreate the tutorials on your PC
- 📀 Simple to use, an invaluable collector's edition for all Photoshop enthusiasts



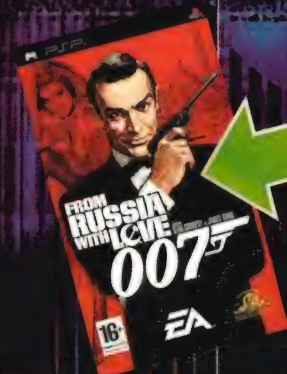
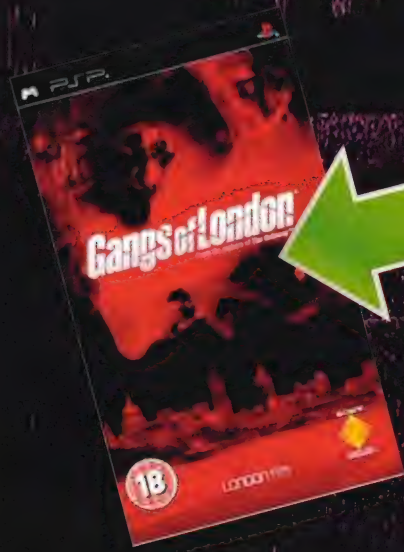
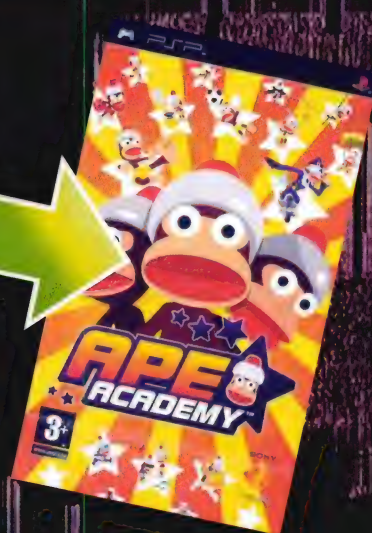
Available  
now for only  
**£19.99**  
FREE UK P&P  
Overseas + £1.50



## ORDER ONLINE NOW!

**www.imagineshop.co.uk** or Tel +44 (0)1202 586200









# TRADING PLACES

Now that Christmas has been and gone, your wallet is emptier than a hermit's address book. So this is the time to get rid of any unwanted games and snap up some pre-owned bargains. David Crookes grabs his winter coat and looks at how much money you can make and save...

**I**t's safe to say some of you will have received some pretty rotten games for Christmas. You'll have smiled with fake gratitude as you ripped apart the wrapping paper and realised the copy of *LocoRoco* you had so desired had turned out to be something pap like *Street Riders*. And come Boxing Day, we bet you still had shivers down your spine at the thought of having to play it.

But you're in luck. That game doesn't need to be stuck on the shelf to gather dust. No sir. The next time you catch a bus or train into town, make sure you take that game along with you and then flog it at your local high-street store. And while you're there, you may find that you'll be able to pick up a great pre-owned bargain as compensation.

Game and Gamestation stores are currently festooned – as always – with pre-owned stickers on game cases and pre-owned posters in the windows. Their shelves start to groan and creak under the weight of pre-owned copies of PSP games with prices even as low as £10.

Platinum PSP titles may be relatively cheap at £19.99 brand new, but these stores sell many of them for £14.99 or less second-hand. And judging by the message being put out, it is as if the whole experience is geared around buying a game, playing it and selling it back. So maybe you should get in on the act, if you haven't already.

The posters take you by the hand and tell you just how to do it, although it's easy enough. To sell, you only need to hand over your game and ask how much







## gamestation

Gamestation often has some brilliant offers – plus great retro sections and clothes to unleash the geek within – and their trade-ins are sometimes pretty generous. We visited three stores in our research and found the staff to be most helpful each time – they also offered to beat the prices quoted from rival stores. Here's what Greg Walton, head of Pre-Owned at GameStation had to say.

### Go>Play: Why do you offer trade-ins on games to customers?

**Greg Walton:** We offer trade-ins for our customers so that they can buy more games more regularly.

### GP: How popular are they?

**GW:** Trade-ins are very popular with our customers, as they know that they can reduce the prices on the items they desire and move on to playing the next game on their list.

### GP: What kind of pre-owned bargains can people get?

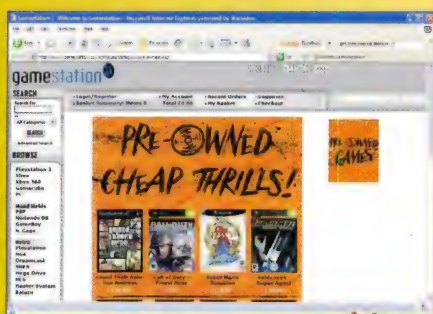
**GW:** We offer some great deals for our customers with our two for £20 or four for £20 offers on PS2, GameCube and Xbox, our Buy-One-Get-One-Free on DVD, PC and retro, and our two for £40 on 360 games. There are many deals available on PSP too.

### GP: How are your trade prices worked out?

**GW:** Customers get a fair trade in price relative to what we sell our games on for. We have a 'we will not be beaten' policy that ensures our customers get the best deals on the high street.

### GP: What sort of games do you look for?

**GW:** We will accept all games on all formats.



you would get for it. You'll be given two prices – one cash, one exchange – and then you just need to decide whether you want to take the money and run or trade in your old games for other titles.

To see how much we would get, we took copies of many PSP games to Game, Gamestation, Blockbuster and Computer Exchange (CeX).

What we found was the trade-in schemes enabled us to claw some money back from a game we had played to death and to that end, it seemed like a win-win situation

And it is such a lucrative market that companies such as Woolworths are joining in. This high street giant has large yellow boxes in many of its stores emblazoned with a 'Game Exchange' logo. And although the scheme is still in its infancy – on our visits, there were very few titles on offer, either the result of too few people trading in their games or enthusiastic buying – it shows how companies are waking up to the profits to be had.

So what's the upshot of this exactly? Well, it doesn't take that long nowadays for pre-owned games to appear

## [ Trade-in schemes enable us to claw some cash back from a game we've played to death ]

for both consumer and retailer, even if the prices we were quoted were sometimes low.

Certainly, the pre-owned games market is popular. It has been around for more than a decade and it is now collectively worth up to £100 million a year, according to trade mag MCV. Game is believed to account for £50 million of that alone with Gamestation taking up a large chunk of the remainder.

Blockbuster, which began offering its members a trade-in on games in July 2004, also has a sizeable number of brand new and pre-owned PSP titles as well as second-hand movie UMDs.

on the shelves, in part due to some shrewd incentive schemes whereby owners of top games are offered good rates to sell them. In fact, it only took a month or so from the day PSP games became available in Britain for them to be offered in the pre-owned section of stores. And *Grand Theft Auto: Liberty City Stories* was on the shelves as a pre-owned title within days of being released – and at around a fiver less than the recommended retail price. It means the chance of getting a bargain is now so much higher, which is extremely tempting for those who cannot afford brand new titles – or who just don't want to pay full price.





# BLOCKBUSTER

more games  
more choice  
more value

Good news all round. Many people agree that the idea of being able to sell unwanted games to fund new ones has helped to keep game collections fresh and enabled those who cannot afford to buy new games a chance to keep their hobby alive.

But is it really as positive as it sounds? As with anything, there is some measure of controversy. Some

While privately the software houses pray that the used market can somehow be slayed, they are reluctant to go on record about the matter for fear of upsetting the major retailers.

Keith Ramsdale, managing director of Electronic Arts, is an exception. He's accused retailers of devaluing new games by extending the reach of their pre-owned offers.

**[ It enables those who can't afford new games to keep their hobby alive ]**

of the prices offered by retailers for pre-owned games can, many gamers argue, be low in comparison to the price the title cost brand new.

And the pre-owned marketplace is increasingly under attack by the games publishers which, of course, make no money on these second-hand sales.

"Brand new product is being made to look worthless and some retail outlets are starting to look more like libraries," he says, referring to the rather large range of older games still sitting on the shelves, taking up space that could be used for the sale of brand new titles when they're released.





# SWAP SHOP

An alternative to selling or exchanging your games is to do a swap. And one website, SwopeX, allows you to do just that. Set up for former executives from Universal Music and Compuserve, SwopeX allows you to swap as many games as you want.

According to the website: "We had a brilliant idea. If everyone put their used DVDs in a great big pile and could take out as many as they put in, we could all watch everything. That's SwopeX."

Users tell SwopeX of their unwanted games and, in exchange, they receive 'swap credits'. The number of credits received depends on the quality of the game. The credits can then be used to snap up another game from a list of titles on the company's database.

When users see a game they want, they tell SwopeX that then sends an email to the person who owns the game. The owner then posts it to the person who wants it, with SwopeX promising to protect against unplayable and pirate discs and losses in the post.

To find out more, go to [www.swopeX.co.uk](http://www.swopeX.co.uk)

And more recently David Braban, boss of Frontier Developments and creator of classic game, *Elite*, told magazine *Develop*: "Pre-owned games in dog-eared packaging in gaudy bargain bins are a problem."

"Not only are their sales generally not recorded in the charts, but they further reduce the shelf-life of new games and so are an obstacle to quality, as they reduce the benefit of longevity to the original publishers and developers."

Such claims by people such as Braban, who has created *Thrillville* for the PSP, are refuted by the retailers. But there's no doubt profit is a driving factor in the expansion of pre-owned sections. By buying up games from the punters then selling them on for a profit, they are able to achieve a much greater mark up than if they sold a brand new game sourced from a publisher.

But then for people with games to sell it works well. So surely it's prudent for a gamer to sell them to a high street store to enable them to buy - and play - the latest games? If nothing else, it means gamers don't have to leave completed, dud or bored-with games to gather dust on the shelves in their home.

"I think there has always been a second-hand market for games, if only in the school playground in the early days," says Jon Ritman, creator of the popular *Match Day* games for the 8-bits in the Eighties. "I think it is just like buying anything second-hand - it's just part of life."

"After all, games are expensive for kids. When you know how much work goes into a big game you can see why, but that doesn't mean most kids can afford many games so they buy second hand or cheap re-releases."

This trend, however, is causing a serious dent in the profits of publishers. Although the games industry is worth £1.3 billion, the plethora of used games and the popularity of them among consumers is meaning publishers are having less cash to spend on creating innovative ideas, leading to fewer risks being taken. That

Rumours also abounded last year that Sony was about to pull off an audacious move aimed at curtailing the use of used games on the PS3. It was said to be creating a system whereby gamers would only own the licence to a game and could use it on just one machine - their own. If they sold it, it would not work on the buyer's machine. If they rented a title, it would not work either.

Sony is well known for its hatred of the second-hand market. SCE's UK commercial director Kevin Jowett is worried that pre-owned titles for £10 or £15 is setting

a price-point in the heads of consumers, making full price titles seem much too expensive.

But as publishers waited, hoping that the

rumours would be true, Jennie Kong, Sony Computer Entertainment Europe's public relations manager for the UK, quashed them. "I would like to clarify that this is false speculation and that Playstation 3 software will not be copy protected to a single machine but will be playable on any Playstation 3 console," she said.

But when pushed on what Sony thought about the pre-owned market, she said: "We normally pass such questions on to ELSPA who can discuss the wider implications of the second-hand market."

So on to ELSPA we went. Its report, *The UK Interactive Entertainment Industry 2005*, made great reference to the pre-owned market, stating, that pre-owned game sales had grown over the past few years to a staggering ten per cent of the entire market.

**[ It means gamers don't have to leave completed games to gather dust on shelves at home ]**

ultimately means more *Ridge Racers* and fewer genre-diversifying titles such as *LocoRoco*.

The pre-owned craze is not just confined to the UK either. Even in America, second-hand games are proving popular. US games giant GameStop - which has UK stores in Birmingham and Stockport - is predicting higher than previously estimated revenues for 2006 - having revelled in fourth quarter results of £1.667 billion - with Wedbush Morgan analyst Michael Pachter saying part of the reason was better margins on used games.

If publishers got their way, this would stop. Publishers are discussing among themselves any possible action against the re-sale of games and have enlisted the help of trade body the Entertainment and Leisure Software Publishers Association (ELSPA) in their fight.





GAME makes millions of pounds each year on pre-owned titles and has healthy used game sections in all of its stores. Anna Macario, its marketing director, tells us why...

**Go>Play: Why do you offer trade-ins?**

**Anna Macario:** By offering pre-owned games and consoles we are opening up the market to a much wider audience. For instance it enables customers to gain access to products they might otherwise not be able to afford. It also gives the customer the opportunity to use their old games as currency against brand new games, therefore making them more affordable as well as allowing people to get hold of older games that are no longer available for sale.

**GP: How popular are they?**

**AM:** Pre-owned games have proven extremely popular. As well as the benefit of cheaper games, it is also great for finding that game you had as a child but can't track down anymore. As people are constantly trading in a variety of games there is always something new on the shelves and that's what customer's love – the anticipation of finding a gem of a game at a great price.

It realised the pros – “pre-owned titles offer economic benefits to consumers especially children and also extend the catalogue of software in store” – while also making it very well known that publishers were getting extremely frustrated at not being able to see a share of the profits.

It said publishers were “fearful that the pre-owned market is destabilising market prices” and concluded “there is a realistic argument that high numbers of consumers swap out their old games for new premium product thereby assisting new sales but without a doubt the pre-owned market as a share of total sales is substituting full price new product.”

**GP: What kind of pre-owned bargains can people actually get?**

**AM:** Our pre-owned offers are constantly changing, however currently we have a “buy-one-get-one-half-price” promotion across PSP titles. We also have a three for two offer in store, which includes 1,000's of titles across PlayStation 2, Xbox and Gamecube. We also have an impressive Xbox 360 range, which includes all the latest chart titles at bargain prices.

We have some appealing prices on pre-owned hardware, including the PSP. And you can pick up an original PS2 and a free game for £69.99 or an original Xbox and a free game for £49.99.

**GP: How are trade-in prices worked out?**

**AM:** GAME operates a fair trading-in price relative to the age of the game and console, the condition it comes back in and the demand for that title/console.

**GP: What sort of games do you look for?**

**AM:** Chart titles have the most appeal for us due to their high demand, however certain classic titles still have huge appeal with pre-owned customers such as *Grand Theft Auto: San Andreas*, which continues to be our top trade-in and sell on title on a weekly basis. In fact, we gladly accept all games as trade-ins with the exception of retro class consoles, that is pre-PlayStation One.

This swing towards finding a bargain – either by snapping up pre-owned games, waiting for a re-release or visiting supermarkets which may have a special offer promotion running – appears to be denting the profits of publishers. Activision, Take 2 and Electronic Arts have seen reduced revenue.

But Garry Williams, business development director of Mastertronic Games, says the industry has to accept the second-hand market, even if they don't welcome it.

As the founder of Sold Out Software, with £4.99 titles such as *Carmageddon 2*, *Mortal Kombat 4* and *Black And White* under its belt, Mr Williams understands the re-release market extremely well.

**[ Publishers are "fearful that the preowned market is destabilising market prices" ]**





# A VERITABLE GOLD MINE

With armfuls of games, we made a journey across town and city centres and vast shopping malls to discover how much we would get for our games and how much the shops were selling them for. Here are the results.

## GAME

Game	Buy	Exchange	Sell
Championship Manager 2006	£3	£4	£9.99
World Tour Soccer	£1.50	£2	£9.99
Virtua Tennis World Tour	£3	£5	£14.99
FIFA 06	£4	£6	£14.99
Lumines	£2.50	£4	£14.99
F1 Grand Prix	£3	£5	£14.99
Football Manager Handheld	£2.50	£4	£14.99
Medieval Resurrection	£4	£6	£14.99
Coded Arms	£3	£5	£14.99
Pursuit Force	£3	£5	£14.99
Grand Theft Auto: Liberty City	£5	£7	£14.99
Everybody's Golf	£4	£6	£14.99
Pro-Evolution Soccer 5	£5	£7	£19.99
Daxter	£5.50	£8	£24.99
	£7	£11	£24.99
Juiced Eliminator	£7	£11	£29.99

## CEX

Game	Buy	Exchange	Sell
Ape Academy	£5	£6	£10
Archer Maclean's Mercury	£5	£6	£10
King Kong	£5	£6	£10
Harry Potter: The Goblet Of Fire	£7	£9	£14
OutRun 2006 Coast To Coast	£7	£10	£15
Bubble Bobble Evolution	£8	£10	£16
Namco Museum Battle	£8	£10	£16
50 Cent - Bulletproof	£10	£13	£20
Gitaroo Man Lives	£10	£13	£20
Lego Star Wars: Original Trilogy	£16	£21	£28
Need For Speed: Carbon	£21	£22	£28

## GAMESTATION

Game	Buy	Exchange	Sell
Fired Up	£3	£5	£12.99*
Colin McRae Rally 2005	£3	£5	£12.99*
Coded Arms	£3	£5	£12.99*
Street Fighter Alpha 3 Max	£3	£5	£12.99*
Tiger Woods PGA Tour 06	£3	£5	£12.99*
Pro-Evolution Soccer 5	£3	£5	£12.99*
Burnout Legends	£4	£7	£16.99
From Russia with Love	£4	£7	£16.99
Football Manager Handheld	£4	£7	£16.99
Cars	£4	£7	£16.99
MX vs. ATV On The Edge	£4	£6	£17.99
Lemmings	£9	£11	£19.99
Gangs Of London	£9	£12	£21.99

\* GameStation had a 'Four pre-owned movie UMDs for £20' offer.

## BLOCKBUSTER

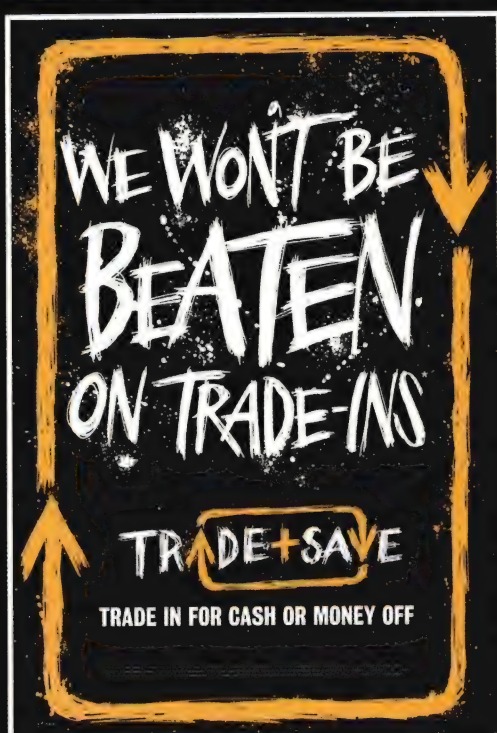
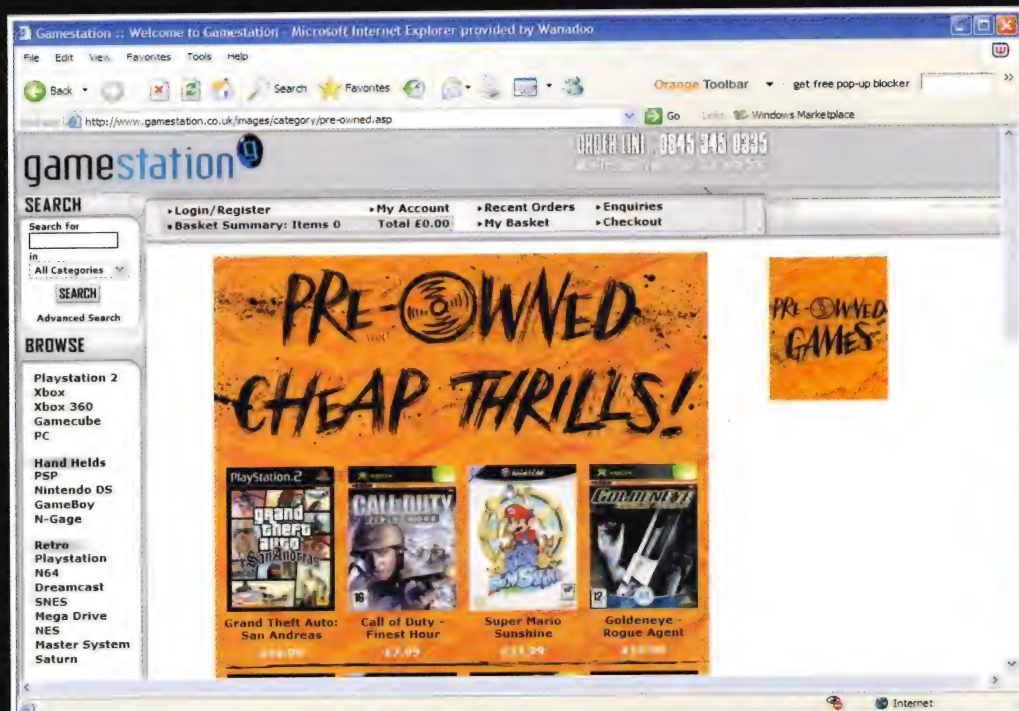
Game	Buy	Exchange	Sell
Midnight Club	£3	£5	£12.99*
Smackdown	£3	£5	£12.99*
King Kong	£4	£6	£12.99*
FIFA Street	£5	£7	£12.99*
Pro Evolution Soccer 5	£5	£7	£12.99*
Fired Up	£3	£5	£12.99*
Open Season	£5	£8	£16.99
MX vs. ATV On The Edge	£6	£9	£17.99
Gangs Of London	£6	£9	£17.99
Open Season	£5	£8	£16.99
GTA: Vice City Stories	£17	£22	£27.99

\* Also available on two for £20 offer. Blockbuster had a deal where customers who handed in two PSP games would get £10 off a brand new full price title.

This above chart is for research and rough guide purposes only. Prices of pre-owned games fluctuate, sometimes daily, depending on the demand and supply of the titles, their popularity and the condition they are in. The values quoted above were offered to a Go>Play reporter on one particular day but that does not necessarily mean you will get the same quote. Neither does it mean you will be able to buy the pre-owned games at the above prices since these also fluctuate.







"The second-hand games market is like the poor, it has been with us for some while and is unlikely to leave us," he said. "At best I believe it is viewed as a necessary evil."

"It is not so much that it dents profits - it ties up shelf space and consumers' time. Having invested more and more in the development of games, I think publishers believe retailers should share some of this extra revenue with them."

But Mr Williams did welcome Sony's scotching of the one-game, one-machine rumours: "Sony have enough to do in ensuring a successful launch of PS3. They are canny enough to stay away from the rats' nest of European litigation that would ensue - even if it was technically possible, which is also unlikely."

The impact of pre-owned games can be seen on the high street where some people are increasingly

conservative about the amount they wish to spend.

In Manchester, Richard Johnson, a 32-year-old marketing assistant from Altrincham, Cheshire, said: "Games are getting far too expensive and when you have a few consoles like myself, you find you want to buy games for them all. I'd be bankrupt if I bought all my games at full price - the only way I can enjoy a wide variety is to choose pre-owned titles as well."

Katherine Hughes, aged 19, from Leeds, said: "I always trade in my games. What's the point of keeping a game I've completed when I can take it to a shop and get some cash for it? I don't think Game or GameStation pay enough - I often get more on eBay - but I certainly think I should be able to do what I want with my game once I've bought it."

That the pre-owned market is beginning to concern

only a question of timing and return on development expenditure."

Game has always defended its pre-owned market, saying trade-ins drive the sale of new products by allowing them to afford new games when they may not have otherwise.

People wanting to get hold of a PSP, for example, can snap one up brand new for £149.99 or used for £114.99, bringing more people into handheld gaming.

So what could happen in the future? Well, software houses could make gamers sign an agreement to refrain from reselling their games - a simple tick in an Agree box would do the trick if the correct clause was inserted into the licensing agreement that no one really reads.

And as a last resort, publishers could refuse to allow high street retailers access to their products on condition

## [ Some go as far to say that second-hand games help reduce piracy by offering a nice package ]

publishers as much as piracy - some even suggest selling second hand titles is legalised piracy - is true. Others, however, see it as pushing prices down to the discounted level of supermarkets and online retailers.

Some go as far as to say that second-hand games help reduce piracy by offering a nice package - disc, box, inlay - for a few quid. The truth is, piracy is as rife as ever with Trading Standards regularly swooping on "game factories" set up in homes across Britain and raiding dodgy car boot sales.

"My guess is that it has no visible impact on piracy at all," agrees Mr Williams. "Those who wish to steal will always do so. But it may reduce slightly their wish to do so if they are putting in a lot of effort to steal only a small amount of price difference."

Could the second-hand market increase the shelf life of a game, though? Mr Williams disagrees: "The publishers would argue that good titles would stay on shelves longer if it were not for pre-owned."

"It reduces the number of reorders - which are essential to their business - that stores will place with them on a new title. Consumer demand keeps a title alive - but only a fool would argue that a bargain price will not drive that demand. For the publishers it is really

they drop second-hand games, effectively holding them to ransom. But this would pose more problems than it would solve. Legal experts say this would be anti-competitive since it would artificially maintain prices.

Mr Williams said: "There's little point in restricting the market. The casual buyer always seeks a bargain, and good games sell over time, so there will always be a demand for cut price entry to the gaming scene. PlayStations get passed down to younger brothers who don't have the same purchasing power - they also want a bargain."

But of course the uneasy alliance between publishers and the retailers could be shattered forever if digital distribution takes off. With memory sticks for the PSP getting bigger and rumours of a hard drive for future generation handhelds, we may soon be downloading our games direct from the publishers. It would negate the need for physical media and make it near-impossible to sell games second hand, thus crushing the market.

For now though, both sides are biting their tongues... it will be interesting to see how long it will be before the gloves come off. Till then, happy buying and selling.

What do you think? Is the pre-owned market good for gaming? Drop Go>Play a line at [goplay@imagine-publishing.co.uk](mailto:goplay@imagine-publishing.co.uk)



# REVIEWED

WE PLAY 'EM, WE RATE 'EM, YOU DECIDE



## HIGHLIGHTS

This isn't just a **must-have title** for the PSP, it's a testament to **just what is possible** with the console.

Is *Test Drive Unlimited* **really that special**? You better turn to **page 58** now to find out. Don't delay!



The **presentation is good** and the fundamentals of the sport have been **accurately translated**.

Check out how Sega's *World Snooker Challenge 2007* does on **page 66**.



Certainly has a *Star Trek* feel to it with the **option to hail ships** or scan the **surrounding area**.

So it might feel like *Star Trek* but does *Tactical Assault* manage to deliver an **enjoyable experience**? Transport yourself to **page 68**.

**2** Aaron loves nothing more than watching movies with these eyes. We think there must be something wrong with them though as he rarely gives any movie more than two stars. Tight git.

**1** This is the first time we've ever seen Aaron smile. Hopefully he won't do it again for quite some time, as it disturbs us deeply.

**3** Aaron's main hobby is being a lazy arse who watches movies. He occasionally gets out and does some work. Aaron.

**4** Aaron's only other hobby is being a lazy arse who watches movies. He occasionally gets out and does some work. Aaron.

**5** Aaron's only other hobby is being a lazy arse who watches movies. He occasionally gets out and does some work. Aaron.

## REVIEWER OF THE MONTH

(As picked by us, out of a popcorn bucket)

**REVIEWER:** Aaron Asadi

**SUBJECT:** Two stars



**Reviewed this month**

**[58] TEST DRIVE UNLIMITED**

The massive island of Oahu is somehow recreated on the PSP.

**HIGHLIGHTS**

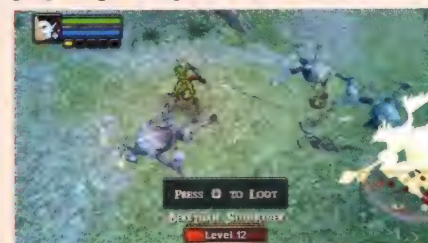
**[65] Ape Escape Racer**



**[70] Battlezone**



**[69] Dungeon Siege: Throne Of Agony**



**[64] Parappa The Rappa**



**[68] Star Trek: Tactical Assault**

**[66] World Snooker Challenge 2007**

**How we review The Big Question**

Even the fairest-minded reviewer makes assumptions. How good have the developer's other games been? How good are the games this is up against? We outline The Big Questions...

**Percentage Score**

It's a games mag tradition to score out of 100 per cent, and who are we to break with tradition? Chances are you know how these work, but in case you don't:

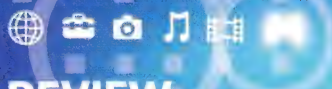
- Under 30%** = atrocious
- Under 60%** = pretty damn poor
- Around 70%** = now we're interested
- Around 80%** = well worth buying
- Around 90%** = fantastic - sell your gran to get it

**Summing-Up Line**

The whole game boiled down to 15 or so words.







REVIEW

TEST DRIVE UNLIMITED



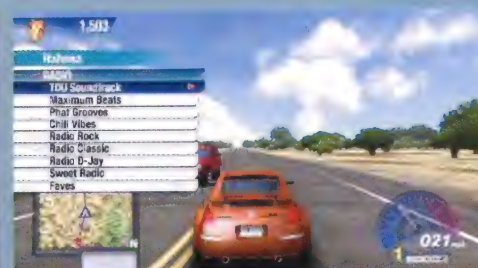
The ultimate PSP  
racing game

# TEST DRIVE

*Unlimited*







You do have a radio with a few stations, but we weren't that impressed by the music



**OUT: 16 Feb**

Publisher **Atari**  
Developer **Melbourne House**  
Price **£34.99**  
Players **1-4**  
Supports **Wi-Fi LAN and Wi-Fi internet multiplayer**

## THE Big QUESTIONS ?

**So this is just a watered-down version, right?**

Actually, no. What you're getting here is the real deal, the full *Test Drive Unlimited* experience, complete with full support for massive multiplayer play, allowing you to meet up with others either online or over Wi-Fi link.

**Yeah, but surely it has to be a smaller island?**

Again, no. This features the full 1000 miles of open Hawaiian road, and surrounding luscious terrain as the original Xbox 360 version. You even get that secret 'Eden' island sitting just off the coastline waiting for you to play it a visit.

**T**hen Atari decided to announce that this was coming to the PSP we didn't just take a pinch of salt, we took the whole bag. *Test Drive Unlimited* remains one of the most ambitious launches on the Xbox 360 to date, and yet, here we have the same game (albeit from a different developer) in our hand ready to play. Complete with 1000 miles of open roads spanning an entire Hawaiian island streaming straight off the disc and waiting for attention. What Atari has managed to accomplish here is a work of such brilliance it beggars belief.

Right from the beginning, when you make your way through the airport before touching down on Oahu, it's obvious that this is no mere cash-in. Although the rental line-up at the airport did have us a little worried for the briefest of moments.

On the other versions of the game none of the options laid out before you were remotely appealing; you were forced to glance over your shoulder, hang your head in shame and slide into the Audi TT, hoping that nobody you knew was walking by. But here, sat amongst the line-up you have a Dodge Viper and Ford GT. Our initial thought was that this might have been done because there are fewer cars to choose from; however, that couldn't be

able to tell the difference between five Mercedes-Benz SLKs on an Xbox 360 or PlayStation 2, maybe. But, drop the polygon count and squash the model down to the PSP and the differences fall down to the numbers on the stats and the car badge alone. But that's not to say the car models don't look the part, when you're driving a Pagani or a Koenigsegg down the road it looks, feels and even sounds like the luxurious sports car you want it to be. Find a decent stretch of road (of which there are many) and this becomes

## Atari has accomplished a work of such brilliance it beggars belief

further from the truth. Believe it or not, there are in fact 68 different vehicles on that UMD.

We've re-printed the list on these very pages for you to savour, go and look at it now. Quite impressive, isn't it? Although to be honest it never feels like you have that many cars on offer. You might be

instant automobile porn. Weaving between cars and tackling sweeping corners with the accelerator pushed firmly to the floor. You really couldn't ask for much more.

So, if the number of cars isn't an issue, why did Melbourne House install such a generous rental agency outside the airport? To streamline and speed up the gameplay of course. A theme that runs throughout. Once you're up and running with your own car it's far easier to amass money and progress into the island.



There's no damage in the game so crashing only serves to slow you down





It is possible to head off road and up that mountain, but there's little point



It's often more fun to mess around driving the roads than it is to compete



This does take some of the charm away from the whole experience, the painful evenings of trying to get any kind of 'chick magnet' into your garage. But, at the same time, it does mean that you don't have to spend hours and hours cruising around Hawaii in vehicles fit only for poncey hairdressers and footballers' wives, desperately trying to get yourself on the rich list. Here you can get right down to the business of cruising in A-Class vehicles. In other words, actually having fun.

The way you progress through the missions is also slightly different and,

win a race or not, they just keep ticking over in the top corner of the screen. You even have the option to set the difficulty of an event pre-race, clear the first few on 'easy' and you might not get as many 'Master Points' but you'll be up and running with a half-decent car and more than enough events open to keep you entertained. The learning curve is no longer the crash test dummy of its predecessors; it's a smooth, forgiving ride.

The same can also be said for the controls, this was the one 'feature' that essentially prevented *Test Drive Unlimited*

## Find a decent stretch of road and this becomes instant car porn

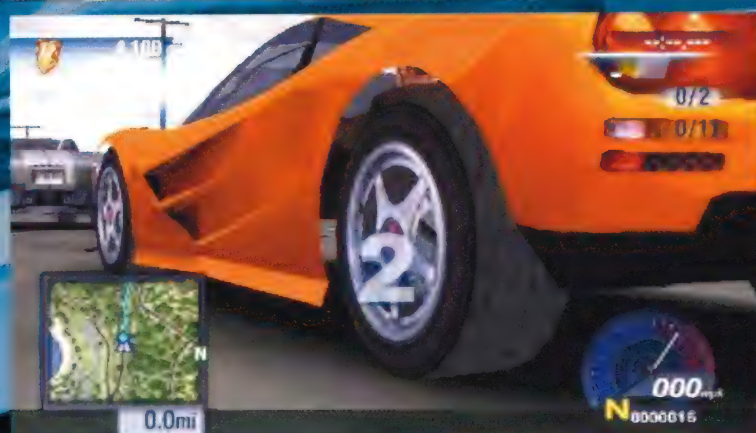
in our opinion, works far better than previous versions. You now have a Master Points system that rewards you for winning races, drifting around corners, grabbing air, and generally being cool. It's Kudos in all but name. The more of these you amass, the more challenges become open to you. What's great about this is that you can get these points from just driving around and exploring; something that was fun before, but never really rewarded you in any way. You also get these points regardless of whether you

from becoming a true classic on the Xbox 360. The twitchy controls didn't just take a couple of weeks to get used to – you'd be lucky if you had it figured several months in. And even then you could never predict what might happen on any corner with the slightest camber. Here there is no learning curve, you merely pick up and play. The braking distances take a while to get used to, but beyond that we had no problems with the controls. The two driving aids on offer actually seem to work for a change, the



Only a few Lotus made the cut, thankfully the nippy Caterham was one of them





car sticks to the road even when you are cornering at any pace over the crest of a hill and you can weave between pedestrian cars with the safe knowledge that you won't go into a flat spin across the tarmac any time soon. We certainly never felt that we had been jipped out

standing racing fare. We don't miss the hitchhikers missions (they were after all the most annoying 'feature' of *Test Drive*), but the model escorts, car transport and the parcel delivery missions added some much needed variety to the basic challenges. We can't help but feel that

## [ There is no learning curve, you merely pick up and play ]

of winning a challenge because of the controls alone.

It's with the challenges where the PSP version of *Test Drive* starts to suffer. There is plenty to do and more than enough to keep you entertained for hours on end, but there has been a certain amount of fat trimmed off the edges. You have three basic types of challenge; Speed, Race and Time Trial. And that's it,

these have been dropped to cut down on the amount of character models, something that also seems even more apparent since you don't get to pick your own appearance at the airport anymore, let alone take that appearance to the shops to outfit yourself with some classy Ben Sherman clothing.

Considering the amount of challenges in here we can't really grumble that



If you've got the police after, you already you might as well make the most of it

## Full Auto

There's a collection of 68 cars in *Test Drive*, here's the full list of what you could be driving along those sun-drenched roads...

- AC 289
- AC 427
- Alfa Romeo 8C Competizione
- Alfa Romeo GT V6
- Ascari KZ1
- Aston Martin DB4 Zagato
- Aston Martin DB9 Coupe
- Aston Martin DB9 Volante
- Aston Martin V8 Vantage
- Aston Martin Vanquish S V12
- Audi TT Quattro Sport
- Cadillac XLR-V
- Caterham CSR 260
- Chevrolet Camaro Z-28
- Chevrolet Corvette C1 1957
- Chevrolet Corvette Stingray 69
- Chevrolet SSR
- Chrysler 300C SRT-8
- Chrysler ME Four-Twelve
- Dodge Viper SRT10
- Dodge Viper SRT10 Coupe
- Ford GT
- Ford Mustang GT
- Ford Mustang GT-R Concept
- Ford Shelby Cobra Concept
- Ford Shelby GR-1 Concept
- Jaguar E-Type Coupe
- Koenigsegg CC8S
- Koenigsegg CCR
- Lamborghini Countach 25th Anniversary
- Lamborghini Gallardo Coupe
- Lamborghini Gallardo Roadster
- Lamborghini Miura P400SV
- Lamborghini Murcielago Coupe
- Lamborghini Murcielago Roadster
- Lotus Elise 111R
- Lotus Sports Exige 240R
- McLaren F1
- McLaren F1 LM
- Mercedes-Benz 300 SL Gullwing
- Mercedes-Benz CLK DTM AMG
- Mercedes-Benz CLK55 AMG
- Mercedes-Benz SLK55 AMG
- Mercedes-Benz SLK55 AMG
- Mercedes-Benz SLK55 AMG Performance
- Mercedes-Benz SLK 6.1
- Mercedes-Benz SLK B55 S
- Mercedes-Benz SLR McLaren
- Nissan 350 Z Nismo R-Tune
- Nissan 350 Z Nismo R-Tune Power
- Nissan 350 Z Nismo S-Tune
- Nissan Skyline GTR R34
- Noble M12 GTO-3R
- Noble M14
- Noble M400
- Pagani Zonda C12S
- Pagani Zonda C12S Roadster
- Pontiac Firebird
- Pontiac GTO
- Saleen S7 Twin Turbo
- Saturn Sky Roadster
- Shelby Cobra Daytona Coupe
- Shelby GT500
- Spyker C8 Laviolette
- Spyker C8 Spyder
- Spyker C8 Spyder T
- Volkswagon W12 Coupe
- Volkswagon W12 Roadster



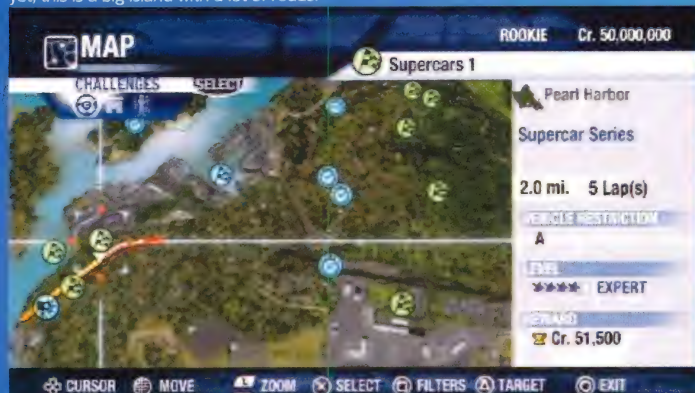




## GPS

### Making the journey from A to B that little bit easier

The Map is one of the most impressive features of *Test Drive Unlimited* and the PSP version retains its every feature, including highlighters to show roads driven, markers to show every single challenge or location and the cool zoom that drops you straight back to the car on the road. This also has one very handy feature not present in the previous versions; the ability to sort challenges by your current vehicle selection only, as well as all the previous filters. The further you get into the game the more important the map (and the sexy female GPS voice accompanying it), become. In case you haven't figured it out yet, this is a big island with a lot of roads.



much, zoom out on the map and the number of dots staring at you after a couple of days' play is already intimidating. The problem is that without online play, the three standard types can get a little repetitive. Thankfully, the sheer size of the play area works in the game's favour here. A whole range of driving

or a Wi-Fi network then repetition isn't something you ever need to worry about, because with online play *Test Drive* gets a whole lot more interesting. Like its predecessors this supports MMO-style play, allowing you to interact with other players on the island. You can set up challenges at Drive Ins for other players

## [Spend every hour living out your millionaire-lifestyle dreams]

types are needed and, although you might just be rotating through the same types of challenge, you will find that the, equally frequent, swap between circuit-like tracks, twisty mountain roads and epic highway runs does tend to dull the repetition somewhat.

If you're lucky enough to be near a few other people also brandishing PSP

to try out. On top of this you also have the multiplayer. You can race against other players (up to four players per race) all over the world via any Wi-Fi spot or locally using adhoc. All of which adds a pretty impressive level of depth to what is already a stunning racer. It's going to take you a long time to clear the single-player challenges, collect all of the cars and buy



The large percentage of cars may be modern, but you do get some superb classics



You can try and bully the AI all you want, but it won't get you anywhere



If you're tuning an A-Class car to level three you better have some quick reactions





In the space of an hour or so you can watch the sun go down and come up again



The paint shop allows you to choose from all the original manufacturer colours



all of the houses but after that there is still plenty of reason to come back.

There's also just enough here in the way of customisation options to keep the multiplayer races interesting. Most of the cars in *Test Drive* can be upgraded in the many tuner shops on the island, allowing you to add that extra bit of spice. You also get a few options on the paintwork (when you buy each car and when you take it to one of the custom paint shops), as well as a handful of variations on the wheel rims. These options, along with the ridiculously long car roster, provide more than enough variety. We were a little saddened by the fact you don't get any bikes, but it's no great loss. They never really made an impact anyway.

However, there is one glaring omission in *Test Drive Unlimited*, one that is as damaging to the multiplayer, the single-player, and also to our very own hearts. It seems as though the mighty engines and the beautiful bodywork of the Ferrari are just too big to fit on the humble

UMD. This is nothing short of a crime on a racing game like this. There's plenty to get excited about – Lamborghini Murciélago, Pagani Zonda, Saleen S7, Ford GT, McLaren F1, Noble M12... but no Ferrari. It's cruellest of dreams playing out in your very hands.

It perhaps could be considered a compliment to the developer that we are so annoyed that we cannot drive the iconic machine on this island. Atari Melbourne have created something so tantalising, and so enjoyable to immerse yourself in, that you will want to spend hour upon hour living out your millionaire-lifestyle dreams. This isn't just a must-have title for the PSP it's a testament to just what is possible with the console. Now how about an F50 download?

Mike Richardson

Size might not be everything; however, this game also has the quality where it counts

94%



## Cops and robbers

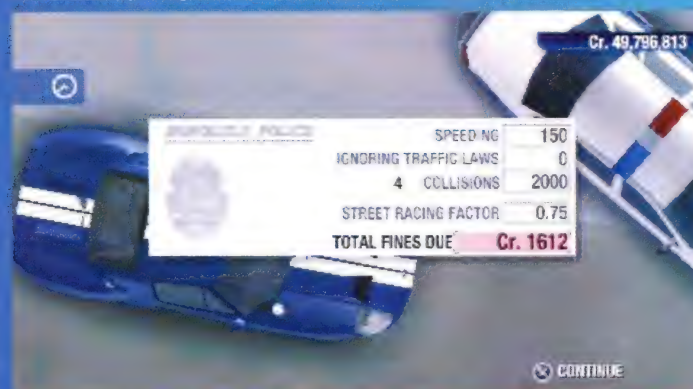
In this game they're the same thing...



No matter how careful you are, collisions are inevitable. Whether it's mid race or while you're messing around on the many miles of Hawaiian road. Unfortunately the local police aren't that forgiving, regardless of how small the scrape may be.



Cause enough trouble and the police will give chase. In theory you should be able to outrun them, but the more cars you bump up against the higher the police resistance becomes, until eventually you might find roadblocks appearing in your path.



Get caught and you'll have to suffer a fine that's based on how much damage you've done. If you're on a long race with pedestrian vehicles and police cars switched on this can be quite a bit. If you don't have the money it means a short jail sentence.





Chop, punch, chop, punch, kick!

# PARAPPA THE RAPPER

## THE Big QUESTIONS ?

**Why is PaRappa a cut above most other rhythm-action games?**

You see, it's all about character, which *PaRappa The Rapper* clearly oozes. And it shows that character as you play, by weaving in all sorts of insane rhymes with even madder scenarios. *PaRappa*, you have our respect.

**What happened to *Um Jammer Lammy*? Is that being remade too?**

Good question. We loved *Lammy* but it seems unlikely that Sony will bring it to the PSP as a remake. It's a bit too niche for that. There's more chance you'll see the original PSone version on Sony's PlayStation Store sometime.

## OUT: NOW (JAPAN)

Publisher **SCEJ**  
Developer **Nana On-Sha**  
Price **\$35**  
Players **1-4**  
Supports **Downloadable Content, Wi-Fi LAN multiplayer, Game Sharing**



**T**en years ago, *PaRappa The Rapper* was the coolest PlayStation dope your dollar could buy. (It was cool.) It established rhythm-action, which was then a magical new game genre from Japan, as a commercially viable genre in

the UK. And it gave the world Chop Chop Master Onion. Now Sony reckons it's time for a *PaRappa* remake. This is it.

The first thing you'll notice about this remake is how closely it sticks to the original design. In fact, many of the stages here are just slightly prettier and slightly better-sounding presentations of those in the PlayStation game. Of course, transition to the PSP's widescreen display brings additional benefits. All in all, the most "faithful" parts of this remake do come across as being considerably

possibilities while sticking to its roots: quick turns of phrase.

Best of all, Sony is supporting PSP *PaRappa* with downloadable remixes. Complaints aimed at the original *PaRappa* nearly always centred on its lack of content – there were only six stages to play through. The difference here is that each stage is being backed up with four brand new downloadable remixes, effectively adding 24 stage variations to the game. And the new cuts are all drastically different.

## Each stage is backed up with four new downloadable remixes

smarter than they were ten years ago.

Don't worry, though – there's more. For one thing, there's a multiplayer mode that caters for as many as four canine MCs. (Multiplayer with just one UMD is supported but it's limited to the game's first stage; for real MC battles each player should have a copy of the game.) And we're talking battle rhymes, competition. It's a clever way of expanding *PaRappa's*

It's the unique music and art direction that gives *PaRappa The Rapper* such appeal, even today. And now that it's been expanded and enhanced for the PSP, we're reminded of its simple charms all over again. ■

**Jonti Davies**

**A great comeback for everyone's favourite HipHop dog.**

**90%**

## These emcees ain't wack

A brief history of button press sequences...

Just in case you missed the *PaRappa* entourage the first time it rapped at your door, let us explain how the game system works. It's simple. The lead character in each scene, beginning with the legendary Chop Chop Master Onion (who has an onion for a head), raps one line at a time. A ticker runs across the top of the screen and reels off vocals and, when it comes to your turn, displays various PlayStation button symbols. Tap the right button at the right time to make *PaRappa* rap like a mean MC. Mess it up and you'll be booed all the way to GAME OVER.







JAPANESE IMPORT

APE ESCAPE RACER

REVIEW



Middle of the road, going nowhere fast, and so on...

# APE ESCAPE RACER

## OUT: NOW (JAPAN)

Publisher **SCEJ**  
Developer **In-house**  
Price **\$35**  
Players **1-4**  
Supports **Wi-Fi LAN multiplayer**



## THE Big QUESTIONS ?

### How many apes does it take in order to change a light bulb?

Seeing as they all have police car-red lights attached to their helmets, we're guessing that each ape can change its own light bulb as and when the need arises. So, um, one.

### So how bad is the game's frame rate, really?

Not bad enough to register as unplayable, just sufficiently bad to make the game feel cheap and play poorly. To our eyes it looks like 20fps. But then there's some slowdown too.

## Monkey Control

*Ape Escape Racer's control system is an interesting one. Being able to transform your simian to a wide limbs-out position that allows you to powerslide and, occasionally, block other racers from overtaking, is a real bonus. On the other hand, although it is possible to stretch your monkey lengthways for increased speed, doing so also blights your monkeymobile with the turning circle of an eighteen-wheeler truck. It's best to use the long monkey mode sparingly, and use the wide monkey feature tactically. Mess up your balance between the two and your race will end in disaster.*



**E**very half-decent 3D platformer franchise has to have its own karting game, just as every half-decent Premiership footballer must have a ghostwritten autobiography. It's the law. The problem is, many players would be better off without those dodgy tomes on the shelves of Smiths – and likewise, *Ape Escape* would really have a better reputation without this low-speed racing game to its name.

Usually, of course, the fault of karting games is that they trace Nintendo's original *Super Mario Kart* template with so much care that we end up playing identikit racers. However, *Ape Escape Racer*, to its credit, actually brings new ideas to the genre. For starters, it's not really a karting game at all; it is, in fact, a game of engine-powered monkeys on wheels.

And that starting point has been developed to affect *Ape Escape Racer's* gameplay.

For example, just hold **L** and **R** together and your monkeymobile will elongate to gain speed, but suffer from poor cornering as a result. The **Ⓢ** button is used to brake, and it also makes your monkey driver push its axes/limbs apart to enable some powerslides.

There are also interesting track and power-up designs here. Magic bridges,

(and occasional slowdown, to boot) that adversely affects the handling of *Racer's* monkeymobiles. It's fair to say that the vehicles here handle with as much grace as shopping trolleys with one completely knackered wheel. *Kwik Save Racer* would have been a more appropriate title.

*Ape Escape Racer* isn't really a terrible game – it's just a stodgy one. With its

## [ These innovations are undermined by a duff game engine ]

for instance, transport your monkey across tricky sections of circuits; and disco balls, when used as power-ups bring races to glittering standstills while your monkey drives on into Saturday night. Meanwhile, *Ape Escape* fans will find some entertainment in the game's customisation mode that enables you to dress your monkey and modify its wheels.

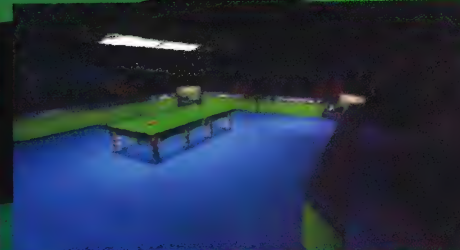
Unfortunately, these innovations are completely undermined by a duff game engine. The visuals are PSone level at best, suffering from a low frame rate

dull handling and shaky graphics getting mixed up with the game's remaining strong points that include an abundance of courses and monkeymobiles (there are a whopping 46 in all), solid multiplayer gameplay, and a funky cool disco soundtrack. In the end, it's just a mess in the middle of the road. ■ **Jonti Davies**

**Ape Escape Racer has a few interesting ideas that are ruined by mediocre visuals and dull gameplay.**

**50%**





It's no graphical stunner, but it doesn't need to be, and everything is expertly presented



If you've really started to run out of things to do, try the Bar Billiards. We didn't even know the rules

Blade International comes close to the perfect break

# WORLD SNOOKER CHALLENGE 2007

**OUT: 12 JAN**  
 Publisher **Sega**  
 Developer **Blade International**  
 Price **£34.99**  
 Players **1-2**  
 Supports **Wi-Fi LAN Multiplayer**



## THE Big QUESTIONS ?

**How many players are there?**  
 104 real players are at your disposal, as well as a character creator. It may not be to the standard of EA's Game Face, but it's a welcome personal touch.

**How many tournaments can I play in?**  
 There are ten official tournaments for the snooker, with a large number created just for the game. There are a further ten for pool.

**W**e can easily take for granted the freedom that developments in technology afford us. Sitting on the couch, feverishly concentrating, trying to get that last *Vice City Stories* mission completed, it doesn't immediately occur that even five years ago such an activity would have been all but inconceivable. With the necessary tools to accurately simulate war-torn battlefields and alien civilisations, modern videogame developers have a plethora of riches at their fingertips, the only limit being the darkest corners of their imaginations.

It was once very much different, of course. At the very beginning of

the commercial videogames industry, programs could be written for only the most basic of physics and visuals. Imagination was again important in bringing life to such rudimentary games, but there is some subject matter that requires no such decoration, and snooker

been available, if not entirely sought after. It also raises the question of what can reasonably be expected of a modern snooker game. After all, outside the rising standard of competition, the sport itself has barely changed. Can a simulation really offer anything new, and, indeed, what business would it have doing so anyway?

The simple fact is that snooker

**[ It's a sport of painstaking accuracy and quiet contemplation ]**

is a shining example of this. A game built around principles of geometry and physics, the exact angles, rolling balls and sharply defined colours of the snooker table were ideal fodder for fledgling videogames. Perhaps that is why we can't recall a single moment in our gaming lives that a snooker sim hasn't at least

isn't the kind of sport that you're likely to love in a videogame and hate in real life. Plenty of gamers would never watch a football match but would happily waste a few hours on *Pro Evolution Soccer*. Snooker doesn't have the pace, movement and obvious skill that football does, and Blade International has had



Billiards is also on offer, though it is much less engaging to play than the other games



In Championship mode you can create your own player or settle for one generated by the computer





The ball icon on the right of the screen denotes how much spin you should be putting on the shot



Pushing the triangle button switches to a useful top-down view



the good sense not to try and inject proceedings with any more life than is necessary. Snooker is a sport of quiet contemplation, tactics and painstaking accuracy, and if these are the qualities that turn you away from watching The Masters then you will find no comfort from *World Snooker Challenge 2007*. The developers have captured the essence of the sport with great aplomb, keeping the controls simple, to place emphasis on considered play.

At the most fundamental level only two buttons are required to win a match. Pushing on the D-pad will move the line signifying the direction the ball will travel. When you have picked your shot you can then adjust the power with which you hit the ball using the  $\otimes$  button. Lastly, you can add spin to the shot by pressing the  $\odot$  button and moving the red dot on the ball icon in the corner of the screen. The cue ball moves in a remarkably realistic way, and just as in real snooker, success in

the game demands a good knowledge of positional play. Just hitting the ball is easy enough – the analogue stick allows you to stroke the cue manually, though pressing the  $\otimes$  button when you've decided on your shot is the preferable approach – but adding spin requires an extra level of consideration and, very often, the need to start the shot from scratch.

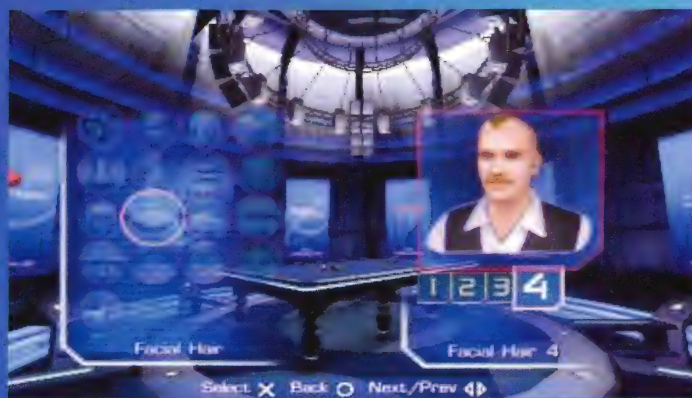
The game boasts a variety of modes that add a real depth and longevity. As well as regular snooker, there is 8-ball pool, 9-ball pool, billiards and bar billiards to get to grips with. At the root they are very much the same thing, but tactically each version requires a very different approach. Choose the Championship mode and you'll be offered to play snooker and pool tournaments, but you'll also have the chance to try your hand at trick shots and a new mode called 'Golden Cue' (see boxout). Many will need little more than the opportunity of a frame or two on the green baize to get

## What's new?

### Blade brings something extra to the table

Some of you will already have *World Snooker Challenge 2005*, and while it is difficult to recommend this version as highly if you do, there's still plenty here you won't have seen. There are more players to choose between, all of which are right up to date, and more tournaments to choose from. The character creator has been deepened and refined so you can better customise your player to suit your requirements. Positional play has allegedly been improved, and while it is certainly very well handled, it's difficult to tell just how much more accurate it is. More important is the addition of pool, a less skillful game with a far higher reliance

on luck, but a brilliant way of grabbing a quick, fun frame. Also new is the 'Golden Cue' mode, which can be unlocked after winning a major tournament. In this you can challenge any player to a tailor-made match, where you can mix frames of snooker, pool and billiards as you see fit. All told, this is a far more convincing package than its predecessor.



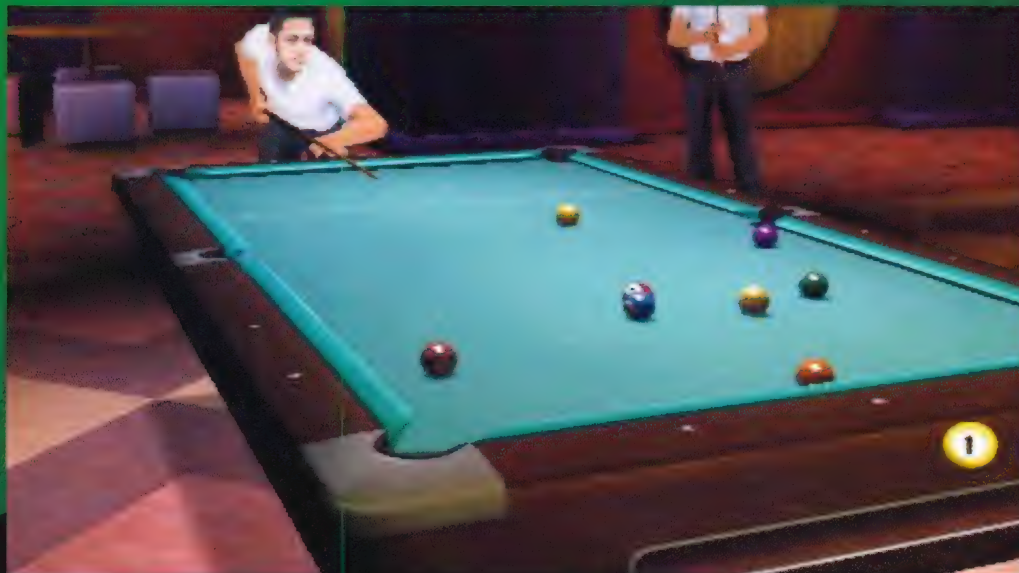
them interested, but to their credit, Blade International has clearly tried to offer a little something extra.

There is very little about *World Snooker Challenge* that is radically different from, for example, *Jimmy White's Whirlwind Snooker*, but that's simply because there really doesn't need to be. The presentation is good and all the basics of the sport have been

accurately translated. It may only have a limited appeal, but even if most will find it impenetrable, this is a game that will certainly delight snooker fans, and honestly, we can find no higher praise than that. **Matthew Handrahan**

One for the hardcore, but it's a sterling effort nonetheless.

**84%**





Boldly going where loads of games have gone before

# STAR TREK: TACTICAL ASSAULT

## OUT: NOW

Publisher **Ubisoft**  
Developer **Quicksilver**  
Software  
Price **£34.99**  
Players **1-2**  
Supports **Wi-Fi LAN multiplayer**

## THE Big QUESTIONS ?

### Are there any multiplayer options on offer?

You can set off into space and battle it out with a friend if you want; however, this doesn't really make the combat any more exciting and it won't be long before one of you tires of it. You may as well play the single-player Skirmish mode, as that is much the same.

### Any old cast members providing voices?

William Shatner pops up right at the start but apart from that all the other conversations are conducted by text, which is a shame. All the crew on your ship are new faces too, so there's no opportunity for any cast members to reprise their roles.

**S**tar Trek games are, for the most part, a bit rubbish. They never seem to be able to capture the spirit of the TV shows or the movies quite as you'd hope. Bethesda Softworks is trying to change all that with a selection of *Star Trek*-based games on a variety of formats. For the portable market we get *Tactical Assault*, which is set around the time of the Kirk movies like *The Voyage Home* and *The Final Frontier*. Anyone familiar with those movies will know that in the *Star Trek* universe it was a time when the Klingon Empire and the Federation were on the verge of signing a peace treaty.

The plot of *Tactical Assault* revolves around this and sees you patrolling the Neutral Zone, among a variety of other tasks. After an initially boring assignment, things rapidly escalate as rogue elements in the Klingon Empire attempt to derail the treaty process. The Romulans and other unfriendly races stick their oars in too and start to attack space stations and the like.

All this might sound rather exciting to your average fan of the series, as the game certainly has a *Star Trek* feel to it – you get to sit at the helm of an array of Federation ships (or Klingon, if you want) and patrol the galaxy; you can also hail ships or scan the surrounding area, as well as being able to raise and lower the alert status of your ship. It's a shame then that the combat – the main crux of the game – is so poorly paced and, for the most part, tedious. You see, despite the fact that space has four dimensions *Tactical Assault* only lets you turn left and right. That's it, no up, down or anything else for that matter. This makes proceedings pretty uninteresting from the



start, but once you actually begin to fire your phasers and photon torpedoes, things only get worse. Weapons have to recharge,

trying to hit the same place over and over again only makes things more frustrating.

It's not all bad though and once

you progress far enough to take the helm of some of the more powerful ships, things

**Only the most dedicated fans will get a real kick out of this**

so the majority of the space battles that you engage in essentially see you and your enemy flying past each other, firing when you can until one of you finally explodes. There's a small element of strategy involved as you choose what part of their shields to target, in order for you break through quickly and damage their hull; however,

do get slightly more interesting; but, unfortunately it's only the most dedicated fans that will get a real kick out of *Tactical Assault*. ■

**Simon Griffin**

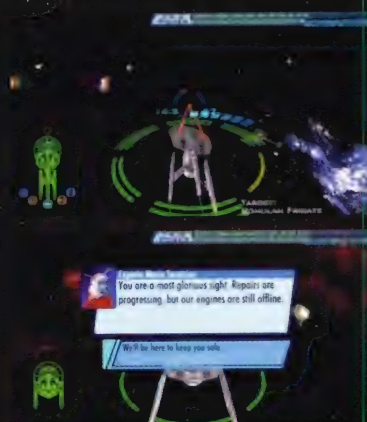
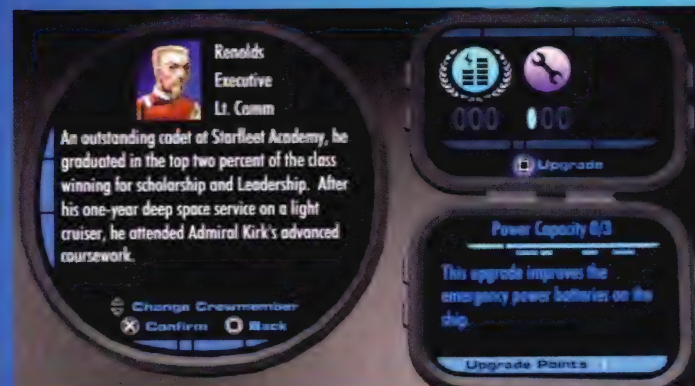
Some good stuff, but the slow combat is likely to put most people off.

**63%**

## "She canne take it, Captain!"

Make sure Scotty has the power...

Every successful mission rewards you with upgrade points, which can then be used to upgrade your crewmember. Each team-mate relates to a different aspect of the ship, such as speed, shield strength, and weapon power. Upgrading the right thing at the right time will reflect on how easy or difficult you find the later missions. But you're the Captain, it's up to you.



There's lots of chit-chat in the game but none of has any voice acting, which is a shame



This ship almost looks like the Enterprise, but sadly it isn't





Sitting in front of X-factor could be described as agony, but luckily this isn't the same seat

# DUNGEON SIEGE: THRONE OF AGONY

**OUT: 26 JAN**

Publisher **2K Games**  
Developer **Supervillain Studios**  
Price **£29.99**  
Players **1-2**  
Supports **Wi-Fi LAN multiplayer**



## THE BIG QUESTIONS ?

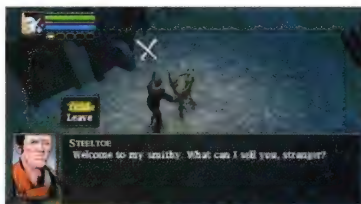
### Is it better than *Untold Legends*?

Yup, it's faster, lots of fun and more varied. It also looks better and has a more respected reputation as a great hack 'n' slash RPG. We're hoping this will be followed by a tweaked sequel.

### Will I be playing this for months?

No, this isn't *Final Fantasy*, it's a fun game that doesn't have major long-term appeal. There are side quests, but not that many. However, you'll probably be playing this longer than *Winx Club*.

**W**ith *Oblivion* appearing on PSP soon, the little black widescreen beauty is sticking its tongue out saying "Nuh!" at high and mighty PC owners (and those pesky Xbox 360 people). There's nothing it can't do. *Dungeon Siege* is another case in point – an established PC-only franchise has now compacted and repackaged on to a disk the size of a 125g Marmite jar.



Ugly men with anvils will sell you big swords. But you will always be a stranger to them...

As a 'back to basics' hack 'n' slash RPG much in the same style as the *Diablo* series, *Dungeon Siege* games are addictive and easy to pick up. Playing *Throne Of Agony* for the first few hours, you will be addicted, attentively looking at the map searching for new enemies to chop into teeny tiny pieces. Initially it's just a case of running up to stuff and hitting buttons, a lot. Later you receive

scenery stave off the inevitable boredom for quite some time. However, when nearing the end of the game, we did get tired of its repetitive elements. The one-dimensional gameplay made us yearn for something with a bit more meat.

But it's not all that bad – graphically it looks almost as detailed as the original. Bushes sway, enemies swagger and the

## [ Dungeon Siege moves like a cat burglar on a rooftop ]

magic spells, but since there's only two to a party, you end up hitting stuff more than casting spells here and there.

The great thing about this, compared to its nearest rival *Untold Legends*, is the speed of the gameplay. Where *Untold Legends* was slow and sluggish, *Dungeon Siege* moves like a cat burglar on a rooftop. Equipping items is quick and simple, and not a chore. There are no combos, but the simple satisfaction of bringing down a cutely named Snuffle Beast with a few taps of a button can't be matched. Also the frequent changes of

bosses are suitably imposing, churning up you and your friend into little nuggets. Nothing's particularly challenging, as the game it meant to be kept simple. Hardcore RPG fans will find this a little shallow; however, for the rest of us it's an enjoyable jaunt, through some deserts, forests and scary dark dungeons (where else?!). ■

**Henrietta Rowlett**

**A fun and simple RPG with all the appeal of its pretty parents, just don't expect it to last you until summer.**

**85%**

## C'mon Kes!

### There's no I in team

There are three set characters to choose from, a mage, a ranger, and a fighter. But each has his or her own voice and is treated differently during the storyline. You're also accompanied with a person or animal called a follower, who'll act as the second person in your party. Each character can choose at the start, but you can have up to four friends in total, who will help you fight, cast spells and heal you. Our favourite was an austere-looking hawk who constantly flapped around our shoulders, defending us from goblins. The screen can get crowded with all these characters rushing about, but surprisingly it doesn't slow down the frame rate. In two-player wireless mode, any player can jump in at any time, yet again the game remained fast and it's one of the few multiplayer PSP games that you don't have to both set up at the start.



The teleporter is an easy way to travel around the world; it's a bit like satnav but more reliable



Say goodbye to wire-frame; Atari's Battlezone has received a major upgrade for the PSP

# BATTLEZONE

**OUT: 9 FEB**

Publisher **Atari**  
Developer **Paradigm Entertainment**  
Price **£29.99**  
Players **1-4**  
Supports **Wi-Fi LAN multiplayer**



## THE BIG QUESTIONS

**Why has the multiplayer not been extended?**

We can only guess as to the answer to that. It could be that any more than four players on Wi-Fi and the game would suffer significant lag. If so, it's quite a poor show on the part of the developers.

**So single-player's no good then?**

No – it's actually a fairly decent game. Playing the tournaments to unlock more weapons and maps is a very rewarding experience. However, it won't last long and tournament games are much more fun against real-life human opponents.

**T**aking a classic title and vamping it up for the PSP seems to be popular these days – either that or publishers are being lazy by milking a franchise for all it's worth. But let it never be said that Atari's eighties vector-graphic tank-buster was never worth a remake, and Paradigm has definitely done justice to the original *Battlezone*, or a degree of it, at least.

Essentially, *Battlezone* is *Unreal Tournament* in tanks: you and several other opponents battle it out around a big arena in some floating tanks. You have the choice of representing one of eight countries (making up most of the world's top ten military powers), with a different tank for each one. In addition to your standard primary and secondary weapons, each country specialises in a particular technology for each tank, which can then be used to your advantage in battle. For example, the UK has stealth capability and

## Four players fighting in a single zone just doesn't cut the mustard

typically, the US has brute force on its side in the form of a power shot. These special abilities can be used in battle to turn the tide to your advantage, although they are limited by a charging time.

Again, similar to many multiplayer tournaments, there is a selection of different game types to play: Classic Deathmatch (or Death Zone, in this case), Team Deathmatch, and Capture The Flag. There is also a variety of unlockable modes that are awarded upon reaching specific stages or achieving certain goals in the single-player mode.

*Battlezone* is generally a very presentable title. It's visually quite respectable compared with any other fast-paced game for the PSP, and also has a moderately entertaining solo play. But



Whoops, dropped the PSP. Do you think anyone will notice?



Damn it. They could have put the exhaust at the back of this thing



despite the AI being suitably intelligent, tournament games are infinitely more fun played as a multiplayer against human opponents, and unfortunately this is where *Battlezone* has been somewhat throttled; there's no internet play, and wireless LAN

big for so few players. You might manage to have some fun on Death Zone for a while, but two teams of two playing team Death Zone or Capture The Flag? There's just no way anyone could derive much satisfaction from that match.

*Battlezone* is a perfectly decent game that has been crippled by its relative lack of multiplayer support. Solo play is fun, but has limited life, so even if you're a fan of the original, give it some consideration before you commit cash to this one. **Ben Biggs**

It's well made, but misses the real point of the game.

**63%**



Swarm missiles are a fairly effective secondary weapon, but there are better ones to unlock



The blue glowing thing is a flag we've captured, and it's like a red flag to any enemy in the area



## Once more unto the breach

Atari hasn't just replaced barrels for turrets, you know

Despite slotting into a first-person shooter genre, *Battlezone's* tanks don't play in the same way that you would with a human character. Tanks may have a bit of pace, but they're generally quite cumbersome. These are hover tanks, so they're a little more mobile and can strafe, but any reflex movements involving swift turns aren't a viable strategy. All the same, there's quite a degree of skill required when entering a melee battle between more than two opponents. Our one small criticism is that a damaged tank tends to billow smoke into the screen, which then obscures your vision. This could be considered part of the gameplay, but it does tend to be frustrating more than anything else.





PSP

# TAKE THE RACE TO THE STREETS

**"Powersliding gung-ho joy"**

goPLAY

- 24 officially licensed Ford vehicles, 6 exclusive to PSP®
- Maximum Team Control™: Race a team of 2 cars switching between them and issuing commands to gain a positional and tactical advantage
- 7 brand new tracks to the PSP® making 37 richly detailed tracks based around the streets of Los Angeles
- 6 solo and 11 team race game modes
- Wlan Multiplayer – Solo and Team multiplayer action.



**STREET RACING**  
**L.A. DUEL**



[www.xplosiv.net](http://www.xplosiv.net)  
[www.fordstreetracing.com](http://www.fordstreetracing.com)



**XPLOSIV®**

Ford Street Racing : L.A. Duel © 2006 Empire Interactive Europe Ltd. Empire, the "E" logo and Xplosiv are trademarks or registered trademarks of Empire Interactive Europe Ltd in the UK, Europe and/or other countries. Ford Oval, Ford Racing and nameplates are registered trademarks owned and licensed by Ford Motor Company. Shelby® and GT-500® are registered trademarks and/or intellectual property of Carroll Shelby and Carroll Shelby Licensing, Inc. and are used by Empire Interactive Europe Ltd. under license. "PSP", "PlayStation" and the "PSP" logos are trademarks or registered trademarks of Sony Computer Entertainment Inc. All rights reserved.



# WIDESCREEN

AARON ASADI CHECKS OUT THE MONTH'S HOTTEST UMD MOVIES...



Another adventure in the Depp blue sea

## PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST

OUT: NOW



Director: **Gore Verbinski** / Starring: **Johnny Depp, Orlando Bloom, Keira Knightley** / Price: **£15.99**

★★★

**A**s everything from relentless TV adverts to the sides of buses would have told you, Jack is back and if you have any sense at all, you'll be rather pleased about it. Without much debate, it could be said that Mr Depp's rum-swagger is one of the more memorable film characters of this century, his croaky charm and wonky swagger as appealing as any special effect or method-trained performance. Odd then, that after having discovered

this treasure chest of a hero, Verbinski, Bruckheimer and co would opt to give Bloom's Will Turner and Knightley's Elizabeth as much screen time as Jack Sparrow in the highly anticipated sequel.

Forgetting for a moment that Will and Elizabeth are hopelessly boring characters anyway, we have to question why they even made it to the sequel. Why couldn't they just be left to get on with their marriage off-screen while we followed Jack about on a new adventure? Big studios, it seems, are just too cowardly to do anything but have a sequel be as similar to the first film as possible – even if that means having to viciously shoehorn in a reason for the original adventurers to link up once more. Of course, Will and Elizabeth's reappearance is hardly

unbearable, but as it means we have to sit through far too many scenes excusing their recurrence, we'd rather they weren't there at all – particularly as they come at the expense of Sparrow's screen time.

As ever with these sorts of sequels (eg: ones that lead directly into the soon-to-be-released third part), *Dead Man's Chest* is so bogged down with plot and setup it often forgets to enjoy itself. Essentially about the coup of Davey Jones' (excellently played by Bill Nighy) still-beating heart, there are so many needless layers, twists and tangents that it can become an effort to follow. This feeling is only ever worsened by the inevitable lack of resolve, frustrating when you've just invested two-and-a-half hours of your time and fifteen of your pounds.

And yet somehow, despite the surprising lack of Jack and surplus of chat, *Dead Man's Chest* is fairly enjoyable stuff. It shares some of the flaws of the first – it's far too long for what it is and has a tendency to go for the easy laugh – but also many of its qualities, chiefly Verbinski's ability to concoct some tremendous set pieces. The three-way sword fight on a spinning wheel is probably the best of the bunch, but the fact that it's a close-run thing between at least two other skirmishes should speak volumes. The effects are also consistently stunning and even though we were slightly disappointed by this one, the uniqueness and energy of the series means that we're still very excited about the next one. ■



**SHOCK FACT!**  
To cut costs, blow up dolls were used for members of the audience. Holy crap!

**SHOCK FACT!**  
Features the most unnecessary post-credits scene ever. Ever.



# NACHO LIBRE

When School Of Rock meets Napoleon Dynamite

**OUT: NOW**

Director: **Jared Hess** / Starring: **Jack Black, Ana de la Reguera, Héctor Jiménez** / Price: **£15.99**

★★★★

**G**iven that it's a sport played mostly by actors, it's slightly odd that there's a lack of decent wrestling movies. We vaguely remember the Hulk Hogan-vehicle *No Holds Barred*, but aside from that there's little else that springs to mind, in the fiction stakes at least. However, the constantly sky-rocketing profile of the grappling game, has made it almost inevitable that a rasslin' movie would eventually emerge into the mainstream. Less inevitable was the notion that a plump wannabe-rock star would be in the lead role.

We don't know about you, but we find Jack Black's rock 'n' roll schtick a bit tiresome these days, so naturally we welcomed the decision to cast him as the monk with a penchant for suplexes and powerslams, despite his initial inability to do either. Accent troubles aside, Black is inspired as Nacho, offering a knowing charm few else could emit.

As offbeat a comedy as you're likely to see this side of Wes Anderson, *Nacho Libre* sparks with an originality and charismatic wrecklessness complemented superbly by some tremendous choices in the costume and cinematography departments. There's a wicked pace to the film as well, breezing through the robes to riches storyline with a aplomb and wit, never taking itself seriously enough to bog down the viewer with any sort of weight, but also knowing when to

rein in the funk and silliness. It's thoroughly enjoyable stuff and a more than promising effort from director Jared Hess.

We are under no illusions here though, and the fact remains that *Nacho Libre* isn't going to appeal to everyone. If you think the idea of Jack Black posturing in the wilderness located about 200 yards from

his monastery sounds funny, then chances are you're going to love this quite a lot. If, on the other hand, you find something like that or the idea of two scary beast-midgets terrorising two grown luchadores in the ring rather immature, you need not continue reading this review. To clarify, we're inclined to agree with the former. ■



## STAR GUIDE

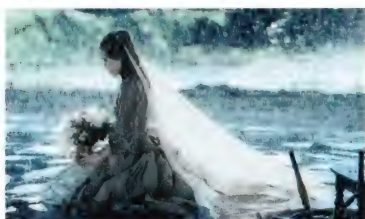
Your UMD guide at a glance...

★★★★★  
★★★★★  
★★★★★  
★★★★★  
★★★★★

Excellent  
Must Buy  
Average  
Fair  
Don't Bother



When we saw this film, some jocks dressed up as pirates. They weren't as funny as Depp, though



Keira got wet while waiting for Orlando to turn up. No, not in that way you sickos!



## SHOCK FACT!

The Wu-Tang Clan's RZA was originally in line to do the film's score but was later replaced. God alive!



Well, they certainly didn't go down the Starsky & Hutch route

# MIAMI VICE

## OUT: NOW

Director: **Michael Mann** / Starring: **Colin Farrell, Jamie Foxx, Li Gong** / Price: **£17.99**

★★★

**L**ove him, loathe him or simply just not mind him, it's impossible to not at least admire Michael Mann's technical craftsmanship. Without exception his films look incredible and nearly always feature a genre-altering set piece. If criticism can – and it has – been levelled at his movies though, it's that there is never the story nor substance to support his more practical successes. With this in mind, it can be argued that *Miami Vice* is the archetypal Michael Mann movie.

From the outset the positives are for all to see. Mann immediately demonstrates

that his treatment of a night-time LA in *Collateral* was no fluke by besting it with a similarly spectacular Miami. Quite how Mann manages to achieve this, we don't know, all we know is that it's tremendously cool to look at – flash cars and sharp suites have never been more enviable

This impenetrable shield of sleekness continues throughout the rest of the film as we follow Crockett and Tubbs from Miami and across the border as they try to put a stop to a major narcotics sting. What's more is that the swish boats, luscious ladies and cool cops never look out of place or that they're just there as they might be in a more regular Hollywood cop flick. Instead, every element of the film's stunning veneer informs and enriches this world of corruption and deceit Mann creates so well.

It is clear that Mann is intent on making *Miami Vice* as sophisticated a film as

he could; however, we would argue that he over-achieves with the film's slick construction and uncompromising plot progression, stopping the audience from ever getting really involved in any of the drama. It doesn't help matters that, unlike the solid Foxx, Farrell is perhaps a little too cool for school, making it very difficult for us to care about his particular plight. That said there is a real effort here to feature against-type characters, and were Mann to have approached their relationships with a slightly warmer camera, we could have been looking at something really quite special. Of course, though, there is every chance that you will be so wowed by the final gunfight that you will not even give such shortcomings a second thought. ■



Colin Farrell used to be the 'next big thing', now he's little more than a male Lindsay Lohan. Unlucky



It's all style over substance, but when you're that stylish, who needs substance? Us, actually.

## 5 of the best UMDs on the shelves



### [1] FIGHT CLUB

Brilliant black comedy that's as cool as hell. Brad Pitt has never been better as the iconic Tyler Durden and Ed Norton has rightly conceded that he will never star in a better film. Trudat.



### [2] ROBOCOP

Excellent sci-fi. Super violent and often misunderstood as nothing more than that, which is a shame. Still, so long as you're aware this is Verhoeven's best film and one of the best of the decade too, that's all you need to know really.



### [3] A HISTORY OF VIOLENCE

The best comic book movie of all time? Probably. Subdued, measured and powerful, Cronenberg's action thriller/family drama will grip you from start to finish and give us an excuse to use loads of clichés! It's unmissable.



### [4] KILL BILL: VOLUME 1

A terrific martial arts movie from start to end/middle. Doing what he does best, Tarantino somehow turns what is essentially terrible cinema into a thing of excellence. Wonderful choreography and a central performance from Uma Thurman that's good enough for three Oscars make this a killer title.



### [5] THE SIXTH SENSE

The twist-laden story of a young boy being able to see dead people and reluctantly enlisting the help of a quiet psychiatrist – played by Bruce Willis – to get him through it, is just one of those films that comes from nowhere and stays a part of movie folklore forever.





# SHOCK FACT!

Kate Hudson and Owen Wilson are reportedly engaged after hitting it off on set. Sweet Jesus!



## The wrong sort of threesome

# YOU, ME AND DUPREE

OUT: NOW

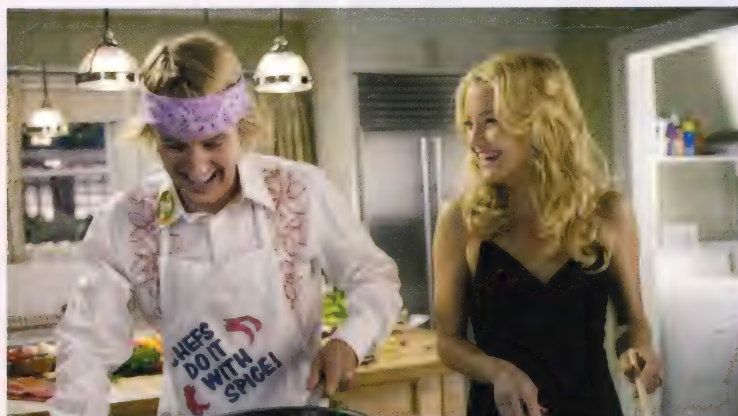
Director: **Anthony & Joe Russo** / Starring: **Owen Wilson, Matt Dillon, Kate Hudson** / Price: **£17.99**

★★

**O**wen Wilson really needs to do something about his career. Not that long ago he was untouchable, able to grin and sleaze his way through the most average script and turn it into something thoroughly watchable. Now his brand of chilled hippy cool has gone a bit stale and dud tales like this one, which sees him crash in on the wedded bliss of his best friend (Matt Dillon) and his wife (Kate Hudson), need a lot more than just his withering appeal to work.

That said, we dread to think how bad this film might have been if it wasn't for its cast. Even sleepwalking stars have something appealing about them, maybe if it's just the mystery of why they signed up to do the film; and were Hudson, Dillon and Wilson not in this we're sure all that would be left would be a mess of poorly judged set pieces, clichéd characters and a hugely unconvincing storyline.

Clearly the aim here was to make a comedy that people won't mind watching on a Friday or Saturday night, but the reality is that this is a film so utterly forgettable you struggle to remember what happened on a scene-by-scene basis. Here's hoping it does awful business and consequently forces Mr Wilson to start making us laugh again... ■



## Size does matter

# LITTLE MAN

OUT: 15 JAN

Director: **Keenan Ivory Wayans** / Starring: **Marlon Wayans, Shawn Wayans, Tracy Morgan** / Price: **£14.99**

★

**W**hat on Earth is happening to the world? We're fed up of reading features in film magazines describing how an exciting project from a maverick director has been muted due to a lack of funding only to see that the Wayans have managed to secure a budget for another embarrassingly bad comedy.

The latest such embarrassment is *Little Man*, a film about a little person who pretends to be a baby in order to pull off a robbery. How in the name of all that is holy this got greenlit is beyond us. *Little Man* is utterly ridiculous and made more despicable by the fact that it probably only came about because of the success the Wayans had with the equally putrid *White Chicks*.

There's not one thing that is funny about this film; it's absolutely horrible through and through. There is simply nothing



remotely amusing about a man dressed as a baby trying to grope a woman's breasts – the very fact that the writers believe the central premise is a convincing one should portray their stupidity and the silliness of the film better than we ever could. We very much doubt that anyone in their right mind could sit through the whole of this terrible movie and not feel incredibly offended and/or massively depressed at the severe state of mainstream comedy. ■



Ask yourself this: would you find a little person dressed up as a baby funny and/or a believable hoax? If not, leave this alone







It's like a rom-com, but in reverse

# THE BREAK-UP

OUT: NOW



Director: **Peyton Reed** / Starring: **Vince Vaughn, Jennifer Aniston, Jon Favreau** / Price: **£16.99**

★★★★

**T**here was very little doubt that of the *Friends* cast, it would be Jennifer Aniston who stood any chance of making it on the big screen. After some unnecessarily cautious choices though, it was looking as if 'her with the hair' would fall by the wayside like so

many other TV stars of yesteryear. However, nothing encourages success like a string of failures and with *Break-Up*, Jen has finally found a decent vehicle for her friendly sass.

Marketed as an anti-rom com, *Break-Up* prides itself in being relatively unconventional, although it must be said that it's hardly ever challenging to try to be different in the staid relationship comedy genre. As you might guess, *Break-up* follows the decline of Brooke (Aniston) and Gary's (Vaughn) relationship, from their first meeting at a baseball game to the petulant arguments about washing up. The majority

of the comedy naturally stems from the depths of immaturity both parties will go to in order to offend the other, culminating in a very awkward living arrangement. It's all quite amusing with Vaughn and Aniston in fine form and ably supported by a cast happy to scene steal, most notably Jon Favreau. Of course, it helps dramatically if you've experienced a similarly steady decline to a long-term relationship.

The problems start to occur when you realise that *Break-Up* could actually be more than just a standard comedy, and though it often flirts with the notion of

becoming something more serious and poignant, it reins itself back in and aims for the easy laugh. Although we are aware that it's unfair to criticise a film for what it isn't, the amount of wasted potential *Break-Up* flaunts is too frustrating to simply ignore.

However, at least the film is strong enough to pursue a less obvious course, towards an ending that many may not suspect but few would criticise. It's rare that a mainstream movie starring two of the most bankable (in terms of loot, at least) actors would dare to be so brave, and it should be commended for it. ■





Calling all automobiles...

# CARS

OUT: NOW

Director: John Lasseter / Starring: Owen Wilson, Paul Newman, Bonnie Hunt / Price: £19.99

★★

It's rare that a studio also works as a guarantee of quality, but that's very near the case with Pixar, home of *Toy Story* and *The Incredibles*. Even its low-points have in them a quality that other companies could only dream of. Almost inevitably though, these scarce runs of excellence will come to an end and with *Cars*, that's precisely what has happened.

Though far from the dip in form many were predicting, *Cars* is still a long way from the standard we've become accustomed

to from Pixar. Rather unusually, however, the cause of this can be pinpointed to one main error in judgement: talking *Cars* that look like lost extras from *Thomas The Tank Engine* just don't feel anywhere near as imaginative or interesting as toys that come alive or monsters whose job it is to frighten kids. Because of this oversight there is a distinct lack of original aesthetics and sense of wonder, the film's premise instead feeling incredibly old and timid.

What saves it though, are the elements that can perhaps be taken for granted in other Pixar movies. The script is at times tremendously witty, the characters all share that Pixar likeability and even though the visuals aren't based on anything particularly new or exciting they're nevertheless superbly rendered – errors in judgement have never looked so good. ■

## SHOCK FACT!

The film was originally going to be called *Route 66*. What stunning information this is.



Hopefully this dip in form from Pixar will be brief. This isn't what we've come to expect from them



What came first? The toy line or the film? The cynic inside us thinks the latter

## THE NEUROS M-PEG RECORDER 2

Bringing every movie to your PSP

You may remember us drooling over the Neuros MPEG4 Recorder 2 a while back, claiming that it's one of the best gadgets we've had the pleasure of reviewing for quite some time. That's still the case, and as we use it so much now, consequently viewing a load of DVDs on our PSP, we thought why not reflect that in Widescreen?

A superb device for recording from your TV straight to your Memory Stick Duo, Neuros' machine enhances your mobile entertainment ten fold. It also means you can play the MP3s stored on your PlayStation Portable through your TV, as well as view photos. The Neuros MPEG4 Video Recorder 2 also enables you to archive home movies onto your Memory Stick Duo, and most importantly DVDs. God we love the PSP.



Because all Beverly Hills Cop needed was a load of brats?

# DADDY DAY CARE

OUT: 15 JAN '07

Director: Steve Carr / Starring: Eddie Murphy, Regina King, Steve Zahn / Price: £17.99

★★

Apparently Eddie Murphy is in talks to make *Beverly Hills Cop 4*. There's also talk of him winning the Best Supporting Actor Oscar for his role in *Dreamgirls*, the new Beyonce movie. If either one or both of these things happen it will undoubtedly be a great year for Mr Mel B and his fans alike. It's about time his followers had some luck as well, especially when you consider the kiddie-friendly pap they've had to put up with for years, *Daddy Day Care* is just another example of this.

The story of an unemployed husband starting up a day care centre for kids is hardly Eddie Murphy's worst hour, but it's so clearly a waste of his enviable talents it's hard to see why he signed up. At best this

is the sort of film you might accidentally stumble across on the telly one day and not hate, but it's so lacking in the humour and smiles department that it's almost scandalous on our part to call it a comedy.

There is, however, undoubtedly a cosiness to it that's hard to be cynical about. This is, after all, a kids' film and

the very young will have some fun in the terrorisation of the lead character. But you will, most likely, and most wisely, bugger off and do something else. ■

## SHOCK FACT!

Eddie Murphy is actually very funny, not that you'd know from watching this. Whoa – sick burn!











# SOLUTION

BEAT THE WORLD BUT DON'T TELL ANYONE HOW YOU DID IT...

## grand theft auto [80] *Vice city* *Storie*

ALL THE  
CHEATS, SECRETS,  
AND MORE FOR  
THE BIGGEST PSP  
GAME... EVER!



Want any weapon at the press of a button?  
Check out the weapon cheats



Struggling to reach those later missions? Use the  
health and armour cheats to complete the game



Cause carnage on the streets of Vice City with the  
tank-summoning Rhino cheat



## MEDAL OF HONOR HEROES [88]

FEND OFF THE GERMAN WAR  
MACHINE WITH OUR FULL GUIDE





**grand  
theft  
auto**  
*vice city stories*

## the pick-ups

item	balloons popped
Pistol	10 balloons
Scorpion (SMG)	20 balloons
Stubby Shotgun	30 balloons
Molotov Cocktails	40 Balloons
AK-47	50 Balloons
Armour	60 Balloons
Flamethrower	70 balloons
Equalizer (Pistol with scope)	80 balloons
Sniper Rifle	90 balloons
M249 machine gun	99 balloons





# 99 Red balloons

There are 99 red balloons dotted around the fair city of Vice – of course this is in reference to the 1983 hit of the same name. They appear instead of hidden packages, but you don't collect them; instead you burst them with a gun shot. A sniper rifle is essential – you'll find one for free on the roof of the police station on the east island. Check the table below to see what items will appear outside your safehouses once you've popped enough balloons.

- 1 There's one below the crow's nest on the boat in the very south of the first island. ✕
- 2 Fire at the balloon under the top flight of stairs at the back of the building. ✕
- 3 In the porch of the 'Le Singe d'Arbre' building. ✕
- 4 Under a porch at the very south of the second island. ✕
- 5 Under the lip of the porch opposite the blue and white building on the corner. ✕
- 6 Inside the little mansion, look under the left set of stairs. ✕
- 7 Look under the porch opposite Lance's pad. ✕
- 8 Under the bridge marked here, use a boat. ✕
- 9 Fire at the balloon sitting under the high diving board in the hotel garden with the yellow wall. ✕
- 10 Underneath one of the flaps at the end of the diagonal runway. ✕
- 11 Under the large open roof, in the top-right corner. ✕
- 12 In the airport, beat up security guards for a gun and fire it under the left set of central stairs. ✕
- 13 Aim from a short distance; it's under the upper balcony of the building above the road. ✕
- 14 Underneath the guard tower in the south-east of the military base. ✕
- 15 Land a helicopter on the roof in the military base with all the satellite dishes on, under the lowest dish. ✕
- 16 Under the large alcove on the opposite side of the building to the Civil Asset Forfeiture Impound. ✕
- 17 Under the end of the large crane in the docks here. ✕
- 18 In a tree in front of the Beachcomber hotel. ✕
- 19 Look at the top balcony on the left side of the white and blue flats to the right of the short pink building at the end of the bridge. ✕
- 20 Explode the balloon stuck in the second tree to the left of the entrance to the police station in Little Havana. ✕
- 21 This balloon is stuck behind the Redwood Jr sign on top of Verdi Deli. ✕
- 22 Look under the corner of the roof at the back of Diaz's mansion. ✕
- 23 This is one of the lowest balloons; check in the porch of the sand-coloured house here. ✕
- 24 Fire up at the balloon stuck in one of the trees in the centre of this little estate. ✕
- 25 It's another low one; this time it's under the porch of the green house right opposite the T-junction. ✕
- 26 Explode the balloon under the left side of the Redwood Jr billboard. ✕
- 27 Under the top of the large green slide that's part of the construction in the building site. ✕
- 28 Under the right side of the large alcove with yellow and black stripey-bottomed supports. ✕
- 29 Under the billboard, right under the 'R'lax' text. ✕
- 30 Enter the curved building by your safehouse and look directly above the entrance. ✕
- 31 Under one of the short trees at the side of the very large green building. ✕
- 32 Hop on the hovercraft that's by the red bridge and fire at the balloon under the bridge, near where you did the mission 'Zero To Hero'. ✕
- 33 It's in the small alleyway in between the green and yellow buildings. ✕
- 34 Inside the top tube of the three in the building site at the back of the skyscraper. ✕
- 35 Underneath the 'Twilight Knife' billboard. ✕
- 36 Check the pillars of the building that looks like a town hall just up from the 'Twilight Knife' billboard. ✕
- 37 Stand in front and left of King Knuts – the balloon is stuck in a tree to the right of the fast food joint. ✕
- 38 Stand on the grass opposite the striped building. It's stuck under the base of the right side of the main section. ✕
- 39 Fly a heli' up towards the side of the stripey building, north of where you found balloon '38', and fly into the hole. ✕
- 40 On the same building as '39', land a helicopter on the low platform in the north-east corner and the balloon is stuck just above. ✕
- 41 Under the bottom balcony on the north side of the fire station's practice tower. ✕
- 42 Stuck up the tree at the back-right of the hospital in Downtown. ✕
- 43 Under the corner of the angles building left of the road leading across the water. ✕
- 44 Left of the heart on the ground near here and look up to find the balloon caught in the building above. ✕
- 45 Have a look under the ball of the weird statue that's beneath the skyscraper. ✕
- 46 Look under the 'Kronos Twitch' billboard on the left side when facing it. ✕
- 47 Snipe off the balloon on the east side of the large blue building, right near the top. ✕
- 48 There is one under the large satellite dish on top of the corner building. ✕
- 49 Go up the stairs in the alley and look up the palm tree to the right of the machine gun. ✕
- 50 Fly a 'copter on the north side of the stadium – it's tucked in the side. ✕
- 51 On the back-north corner of the hotel in the very north of the east island. ✕
- 52 Above the entrance to the pink hotel in the north-west tip of the eastern island. ✕
- 53 Back left of the building to the right of the bridge, on the lower level. ✕
- 54 Inside the little hut in Mendez's back garden. ✕
- 55 It's at the rear of the curved section of Mendez's house. ✕
- 56 Top of the water tower in the film studios. ✕
- 57 Inside the mall, under the stairs opposite Ammu-Nation. ✕
- 58 Stuck in the tree that's opposite the base of the stairs where you found '57'. ✕
- 59 There's one underneath the corner of the light-coloured building at the end of the alley in this area. ✕
- 60 Walk up the slope towards the building marked, under the small alcove on the left. ✕
- 61 Check under one of the pink ledges on the building north of the hospital. ✕
- 62 Under the corner of the terracotta-coloured building. ✕
- 63 Face out to sea at Leaf Links' drive range; it's in the tree on the left. ✕
- 64 Inside the round hut in between the two luxury houses. ✕
- 65 The next balloon is stuck under the snack caravan between the two skyscrapers. ✕
- 66 In the tree on the left in this area; it's stuck under one of the lower branches. ✕
- 67 Under the corner of the building south of the Pay 'n' Spray, in the top corner above the motorbike. ✕
- 68 Get on the boat nearby, the balloon is under the bridge. ✕
- 69 South-west of '66', it's sat on the balcony behind the trees in the leafy courtyard. ✕
- 70 Head directly south of '66', past the poster and just behind the tree; it's up in the corner, on the roof ledge. ✕
- 71 Face the hotel, so the trees on the right don't obscure your view. It's about halfway up on the right. ✕
- 72 At the back of the building to the right of the water tower as you face the beach. ✕
- 73 Check the first tree on the left as you travel south past this point. ✕
- 74 Look under the 'W' on the east Chunder Wheel sign. ✕
- 75 Check at the back of the dodgems by the green rubbish bins. ✕
- 76 It's in between the building north of the pink building and the next one north. ✕
- 77 North side of the police station, in the tree by the right set of stairs. ✕
- 78 In the alleyway, on the inside-top corner of the south-west building. ✕
- 79 Low down by the yellow and green wicker fence. ✕
- 80 At the top, in the corner of the building marked on the map. ✕
- 81 Look under one of the fabric overhangs on the yellow-coloured building facing the beach. ✕
- 82 Go up the steps down the side of the tall building to the right of its entrance. Just before the pool is the balloon on the left. ✕
- 83 Under the 'Stunt Double' billboard above the road. ✕
- 84 '84' and '85' are dead easy to spot. '84' is at the back of the building facing the beach. ✕
- 85 Check the front side of the building where you found '84', it's low down and easy to spot. ✕
- 86 This one is to the right of the entrance to the medical foundation building. ✕
- 87 It's stuck to the balcony on the back of the green apartments. ✕
- 88 Stand by the rampage inside the condemned building and look across to the area above the well-lit hole. ✕
- 89 In a tree at the bottom of the slope by Pier One. ✕
- 90 Look round the back of the pink building on the main road. ✕
- 91 Go around the back of the Empire building and look just above head height. ✕
- 92 Look around the right side of the tall green building on the road with the overhead billboard, it's above the doorway. ✕
- 93 It's at the top of the lighthouse, on the west side. ✕
- 94 Go behind the L-shaped building and look up at the tree in the corner. ✕
- 95 Have a look under the cinema sign in between Little Havana and Little Haiti. ✕
- 96 There's a barber's shop in Little Haiti and a balloon stuck under its porch. ✕
- 97 Inside the back of the building on the corner, by some basketball courts. ✕
- 98 Under one of the higher balconies on the beach-facing hotel with the neon light waves. ✕
- 99 Look for a corner doorway by a car park sign, the final balloon is right above it. ✕





# Rampages Weapons Unique Stunts

- UNIQUE STUNT
- WEAPONS
- RAMPAGES







# Rampages

Throughout the islands of Vice City you'll find 30 Rampage icons. When you walk into one of these little skull symbols, a short mini-game will be triggered. They all involve causing as much wanton destruction as possible and you'll need to kill a specific number of people (usually gang members) with a particular weapon. In previous games the Rampage icons would disappear once you had successfully completed them, but not this time around. Now the icons remain so you can come back and have another go whenever you're in the mood for a little bit of the old 'ultra violence'.


## 01 Drive by and eliminate 20 bikers in two minutes

It's under the steps in the small courtyard on the corner. This is dead easy as long as you use a car and not a van. Jack any car and drive slowly past the bikers and keep firing using  and . There's a police bribe nearby if you get into any trouble.

## 02 Decimate 25 bikers in two minutes with grenades

The rampage is by the stadium sign in the centre of the oblong roundabout. You'll definitely need a full armour and health. The trick is to run into a group and drop a grenade at their feet. After killing quite a few you'll notice that a load of bikers have spawned on the balcony in front of the stadium, keep throwing grenades up at them to finish this tough rampage.

## 03 Drive by and execute 25 bikers in two minutes

Rush up to the top of the tall flight of stairs by the crossroads. Hop down and nick a car. Now drive slowly and fire to the sides of the car by holding down  and pushing the nub left of right. The trick is to stay slow and fire at any bikers trying to get into your car. This rampage is easier than it first seems!

## 04 Take out 20 bikers in two minutes using a Mac-10

The rampage is up the angled stairs just off the main road. Stay on these stairs, you might have to run towards the road once to set off the spawns, and keep firing at the bikers below. It's best to stay on the first or second flight.

## 05 Take out 25 bikers in two minutes with the sniper

Fly to the small triangular jutting-out platform low down on the building here. Leap down to the slightly lower platform ahead and zoom in and fire at the bikers below. Zoom out to let more spawn and if you're lucky they'll handily line up for you to pick off like in *Duck Hunt*!

## 06 Obliterate 25 bikers in two minutes with the Equalizer Magnum

Head up the green slope to the right of the small wall and building and it's on top of the

wall by the sea. This really is dead simple if you stay on the slope and keep turning the camera out to sea to make more bikers spawn.

## 07 Annihilate 25 bikers in two minutes using a Spaz 12

Use a chopper to land on the right side of the building next to the Empire house. This is very easy because the Spaz 12 will take down a few enemies at a time. Just get into the road and keep firing.

## 08 Kill 25 bikers in two minutes with the Chrome Shotgun

It's on the roof of King Knuts, behind the sign. Stay on the roof and keep firing at the bikers below, change position to respawn them. If you fall down below, don't be tempted to do a face-to-face shoot off, they'll win, stay far away and you'll take a lot less damage and kill each biker in one or two hits.

## 09 Trash ten vehicles in two minutes

Go up the stairs that are around the back of the police station, run past the helipad and up another set of stairs, then head right, out onto the small ledge. This one isn't that easy, but concentrate on the crossroads south and you'll get it eventually. Just remember to hold down circle to aim further.

## 10 Exterminate 25 bikers in two minutes with the AK-47

It's under the helipad on top of the police station. This is so easy it hurts, get off the building and into the street straight away, run around, changing the camera angle until some bikers spawn, now keep aiming and switching to nail 25 of the fat leathery men.

## 11 Terminate 25 bikers in two minutes with the AK-47

It's in the hut that used to be a rooftop safehouse in the original *Vice City*. Stay on the roof and head right and fire down at the bikers below. Once you can't see anyone to shoot and you've killed about 12, jump down and get the rest from the ground.

## 12 Explode 15 vehicles in two minutes




It's up on the driveway of the tall building. If you've driven here, explode that car first, then the one by the Empire building across the road. Now all you got to do is stand right in front of a car and chuck a grenade on its bonnet and run. Keep doing this until the cops arrive and blow their cars up too. Obviously you'll need full armour and health for this rampage! If you manage to get three stars, the cops might even be kind enough to leave you your own VCPD Cheetah behind.

## 13 Crush 15 bikers in two minutes using a vehicle

Look inside the building site. We'd recommend something bulletproof like the stretch you can buy at Sunshine Autos after completing 'Kill Phil'. Don't bother with the bulldozer, it's too slow.

## 14 20 Sharks in two minutes using remote grenades


Check in the centre of the tennis courts in Leaf Links golf course. These aren't normal grenades you've got, you have to drop one with one push of the  button, then run away and push it again to detonate it. Just get a bunch of Sharks to chase you, drop on and detonate. Make sure you don't change the camera angle because the Sharks de-spawn when you're not looking at them.

## 15 Squash ten Sharks in two minutes

Check underneath the bridge in Leaf Links. All you've got to do is beat up ten sharks with a golf club. This is easy!

## 16 Incinerate ten vehicles in two minutes using Molotov Cocktails

The rampage is in the tiny alley in between the two low buildings beside the billboard. First of all destroy any car you drove here



and then hurt everything you can at the junction in the south. Keep a distance and hold down  to chuck the cocktails.

## 17 Erase 25 Cholos in two minutes with a Micro SMG

Have a look in the north-east side of the roof here. Stay on the roof and gun down the Cholos below for an easy rampage victory.

### Reward: \$150

## 18 Gun Down 25 Cholos in two minutes with an MP5

Check the upper porch of the house in the corner and once you've started the rampage, stay here. Keep killing then retargeting with  or  to finish the rampage with oodles of time to spare.

## 19 Terminate 25 Sharks in two minutes using an Assault Rifle

It's on top of the dogdgers, use a flying vehicle or hop on the yellow boxes at the back. Leap off the roof immediately and get out of the funfair as the frame rate really hinders you here. Once you're out, keep targeting and switching from dead bodies.

## 20 Destroy ten vehicles in two minutes using a Minigun

Check inside the small open building with loads of small doors on the right of the skyscraper. Make sure you run onto the road before firing any shots then blast the hell out of anything with wheels.

## 21 Kill 25 Cholos in two minutes with a sniper

The rampage is on top of the higher building here. Jump onto the north-east corner and keep firing at the Cholos below. You might have to move slightly or look in the opposite direction so the Cholos respawn.

## 22 Kill 20 Cholos in two minutes using just a bog



## standard handgun.

Check by Sunshine Autos by the fence north of it. This is dead easy, but we'd recommend you have full body armour before attempting it.

## 23 Hack and Slash 25 Cholos in two minutes

Get onto the roof of the police station to find this, there are stairs at the back. Now leap off the front of the building and hack up some Cholos. Once you've got enough down, the paramedics will appear and keep reviving them, this makes the whole mission a lot easier!

## 24 Eradicate 30 Sharks in two minutes with an SMG

It's on top of the building by the AK-47. Stay on the roof to avoid the cops go down the stairs if there are no more sharks to kill from above. The frame rate makes life pretty difficult, but not impossible.

## 25 Terminate 30 Sharks in two minutes

It's stuck in at the edge of the building here. Ignore any stars and get out into the street. Keep firing at anything and anyone and you should do this first time.

## 26 Eliminate 30 Sharks in two minutes using a rocket launcher

Have a look for the icon on top of the hut. This is pretty easy as long as you've got full health and armour. If your health gets too low, hop into an ambulance and back out.




## 27 Extirpate 25 Sharks in two minutes with the Laser Sniper

Have a look inside the building site, it's just on a slightly upper floor. Head to the roof and you'll be able to get a clear shot of everyone from here. Don't forget to regularly zoom out and change the camera angle to make the enemies respawn.

## 28 Kill 25 Sharks in two minutes with the Equalizer Magnum

Grab a helicopter and land it on top of the marquee over the hotel entrance. Since you're using the Magnum, you'll have no trouble because this kills with one shot. Ignore the stars, stay on the roof and keep blatin'.

## 29 Level 12 Vehicles in two minutes with the M249

Fly to the roof of the building with the weird coloured vertical bits and drop down to the ledge on the south side. You'll need to use manual aim for this. Aim normally then push  to make the aiming easier. Take out a few from up here then drop down to take down the rest. This isn't hard at all.

## 30 Decimate 25 Sharks in two minutes

Check by the hedge in the south east of this block. Run out into the street and keep targeting, killing then retargeting. Again this is a pretty easy rampage to complete.



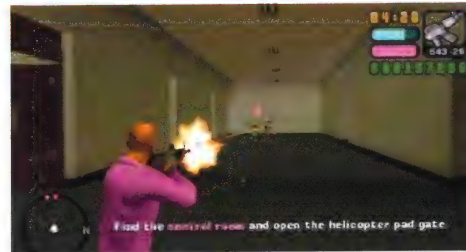
# WEAPONS

Here's a map and list of what and where all the weapons are. Don't forget you'll get shotgun ammo every time you get into a police car too, but not a bike. Remember, weapons can be anywhere; on top of buildings or under stairs. Happy hunting!

- 01 Micro SMG
- 02 Baseball Bat
- 03 Brass Knuckles
- 04 Pistol
- 05 Equalizer
- 06 M249
- 07 Flame Thrower
- 08 Assault Rifle
- 09 Pistol
- 10 Butterfly Knife
- 11 AK-47
- 12 Remote Grenades
- 13 Knife
- 14 Axe
- 15 Golf Club
- 16 Golf Club
- 17 Golf Club
- 18 Nightstick
- 19 Butterfly Knife
- 20 Butterfly Knife
- 21 Crowbar
- 22 Shotgun
- 23 Golf Club
- 24 Micro SMG
- 25 Grenades
- 26 Sniper Rifle
- 27 Golf Club
- 28 Axe



- 29 Katana
- 30 Machete
- 31 Mac-10
- 32 Rocket Launcher
- 33 Mac-10
- 34 Grenades

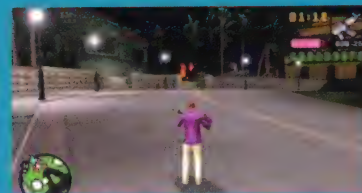


- 35 Laser Sniper
- 36 AK-47
- 37 Nightstick
- 38 Stubby Shotgun
- 39 Grenades
- 40 Baseball Bat
- 41 Stubby Shotgun
- 42 Chainsaw
- 43 Axe
- 44 Scorpion
- 45 Molotovs
- 46 Binoculars
- 47 Crowbar
- 48 SMG
- 49 Brass Knuckles
- 50 Spaz12
- 51 Equalizer
- 52 Molotovs

# UNIQUE STUNTS

Use a PSJ-600 for all jumps – except the ones in the water, of course! Remember to lean forwards to make the bike faster. Some won't be accessible until you unlock the second island.

- 01 Drive from the north-end of the road by the stadium and use the stairs to get over the platform and land in the fenced-in area.
- 02 Speed up the stairs into the alley and land cleanly in the dirt track.
- 03 Take a long run-up, avoiding the small pavement, and take the stairs by the road above to clear it. You'll need to lean forwards when you see the stairs.
- 04 Speed up the ramp at the back of the building beside the Empire building here. You need to land near the wall – don't worry about getting on the roof.
- 05 Get onto the roof of King Knuts and take the ramp over the neon sign in order to land on the roof opposite.
- 06 Race down the grassy area south of the stadium and take the dirt ramp and land in the compound safehouse.
- 07 In the building where you did the mission 'Taking the Fall', drive over the ramp at the back and then land on the concrete platform.
- 08 Lean forward and rush up the white stairs at the back of White Stallion.
- 09 The ramp you need to hit is by a parked caravan. Get over the channel to land to the north of the ramp.
- 10 Find terminal 'C' and head along the road behind it to get over the wall using the stairs, and land on some grass.
- 11 Drive from the caravan described in '9' and follow the path to the large ramp, which will take you to the airport road.
- 12 Speed from the alley across the road, hit the steps and land on the bow of the restaurant boat.



- 13 Jump over the main road from the north to the south using the ramps either side.
- 14 Ride up the stairs and get over the jet starting your run from the terminal.
- 15 Get on the roof of the Civil Asset Forfeiture Impound building and drive from the south to clear the building and land behind Marty's Loan Shark building, on some grass.
- 16 Do the mission 'The Audition' and you'll have done this jump between roofs past the 'Full Moon' sign.
- 17 From Phil's shooting range, hurry on up the ramp (that is leaning against some large crates to the north) to scale the building cleanly.
- 18 Drive over the ramp that is on a rowing boat so that you can land on the cargo ship moored beside.
- 19 Look for the tubes with the balloon inside and drive from the fence to the ramp here and land on the grass.
- 20 From the south edge of the rooftop you need to speed over the ramp north to the next roof.
- 21 Speed from the wall with the rampage nearby and carry on along the pavement by the sea, over the ramp at the end to land in front of the mall.
- 22 Take the stairs to the roof and from the east edge drive over the western ramp
- In order to land on the next roof.
- 23 From under the bridge, you need to race alongside the mall to scale the 'Brodie's Hotel' sign.
- 24 In the raised car park put your wheel against the north edge and clear the coffee van below.
- 25 Use the ramp south of the Malibu Club to clear it.
- 26 From the garages at the north of the alley, lean forward after going left to land or brush against the building that is over the street.
- 27 Take a jet-ski and scale over the thin part of the Leaf Links golf course moving northwards.
- 28 Get onto the roofs and go north, keep going until you land on the final one to complete the jump.
- 29 Leap from the west ramp on top of this building to land on the next roof.
- 30 Take a jet-ski over the mossy rocks north of the lighthouse, clear the grass to land on the water on the opposite side.





# grand theft auto Races

Dotted around Vice City are special vehicles that, upon entry, will take you into a race. Check the map to see where they are. There are 13 in all and you'll need to beat all of them in order to get 100 per cent completion.

## 01 BMX Time Trials

**REWARD:** \$100 for each race and \$2,500 for all of them

There are eight courses to complete. Hop on the bike in the north of the east island, it's beside a palm tree.

## 02 Crims On Wings

**REWARD:** \$100

Get to the north-east end of the diagonal runway in Escobar Airport and get your ass into the bi-plane. It's tricky to control but you can use the rudder with **L** and **R** and roll it with the analogue nub.

## 03 Hatti Hover Race

**REWARD:** \$500

The hovercraft is in the small channel by the bridge with the armour on. Follow the track shown on the map. The hovercraft is a little unstable so take it steady.

## 04 Playground On The Town

**REWARD:** \$500

Hop onto the parked PCJ that's near the Enforcer van at the back of the police station in Downtown. There are 29 checkpoints to drive through. Use the map to see which ones are above and below you.

## 05 Quad Bike Time Trials

**REWARD:** \$100 for each race and \$2,500 for all of them

Hop into the quad bike that's situated south-east of the dirt track in Downtown. It's a little wobbly so take the four courses steadily.

## 06 Sanchez Time Trials

**REWARD:** \$100 for each race and \$2,500 for all of them

The Sanchez is south-west of the dirt track in Downtown. There are a whopping 12 courses to complete, but this is easier to control than the quad.

## 07 Turismo Part 1

**REWARD:** They vary for each race

The first Turismo trial can be found by the map in Sunshine Autos – there are six races in all. Note: you can't cheat by damaging or destroying your opponent's cars. For bike races always use a PCJ-600, and for car races you should use a Cheetah or an Infernus; however, Deluxos and Banshees will do for the earlier races.

## 08 Harbor Hover Race

**REWARD:** \$500

Fly, swim or steer a boat to the jetties off the south-west coast of the second island. Follow the route marker on the map; it'll take you all the way up to Starfish Island and back down. Make sure you take any ramps head on, and don't be tempted to go too fast.

## 09 Land, Sea And Air Ace

**REWARD:** \$500

You'll unlock this after completing Lance's 'From Zero To Hero' mission. Hop onto the Sanchez parked by the lighthouse on Washington Beach. The orange line is the Sanchez part of the race; when the line turns blue, drive right up to the hovercraft and get on. Follow the line north and then get into the Sea Sparrow at Leaf Links.

## 10 Mashin' Up The Mall

**REWARD:** \$500

Hop on the BMX that's inside the mall on the north-east side. The bike is pretty easy to control and you don't fall off it as easily as a motorbike. Make sure you pass through all the markers in under four and a half minutes.

## 11 Playground On The Point

**REWARD:** \$500

This is another mission where you have to pass through points in no set order rather than race against the clock. The PCJ is parked up against the wall opposite the mall, in the dip. There are 28 checkpoints to pass through in less than two minutes.

## 12 Watersports

**REWARD:** \$2,500

Get to the film studio and get onto the pier by the water tower to find a jet-ski. There are eight courses to complete and we'd recommend doing all of them during the day.

## 13 Turismo Part 2

**REWARD:** They vary for each race

This will be available after completing 'From Zero To Hero'. Walk into the yellow marker in the fairground by the dodgems. There are six races to beat and again use a PCJ for the bike races and a Cheetah or Infernus for the car races.





Press **○** to fire the Hunter's rockets, and **□ + X** to fire the cannon.

06:01  
721-30  
800187206



## grand theft auto side missions

In addition to the main missions there are a number of side missions to complete to get that all important 100%. Some are activated in the same way as the race, by getting into a certain vehicle, or by pushing **↑** in a particular vehicle. Others, like the shooting range, are activated by entering a marker.



### FIRE COPTER

**REWARD:** \$500

The helicopter is sitting at the back of the Downtown fire station. There are five sections and most fires are on top of buildings.

### Phil's shooting range

**REWARD: \$1,000 FOR COMPLETING THE COURSE AND \$500 FOR HIGH SCORE, BEST TIME AND ACCURACY**

Beat the five rounds that each make you use a different weapon. Don't forget you can slow down the target receptacle by holding down the **L** button.

### SKYWOLF

**REWARD:** \$500

After completing 'Last Stand', jump into the Hunter in the east corner of the airport. You have five minutes to quickly fly through checkpoints and destroy targets. Use the missiles by pushing **○** – make sure you're at a safe distance so it doesn't get damaged by the explosion. You can also use the guns by pressing **○ + ○**, but they're a lot more difficult to aim.

### Vice sights

**REWARD:** \$500

Enter the airport via the gates on the east side and fly the Maverick parked nearby. You must keep a bunch of tourists happy by letting them take snaps of the beautiful bits of Vice City. There are five runs to make, and don't forget to land the chopper after going through all

the rings. Make sure you don't go too quickly or the tourists won't be excited. Fly low to get them particularly moist.

### beach patrol

**REWARD: \$1,500, BULLETPROOF BF INJECTION AT SUNSHINE AUTOS AND INFINITE SWIMMING**

There's a red BF Injection in the centre of Washington beach: hop in and you'll start one of three random missions: Paramedic, Gang Bikers or Boat Patrol. Make sure you start Paramedic because this is by far the easiest. You'll have to complete 15 missions in a row to finish this mission. You need to do it all in one go so that you don't have to do one of the more difficult challenges.

### swinger's club

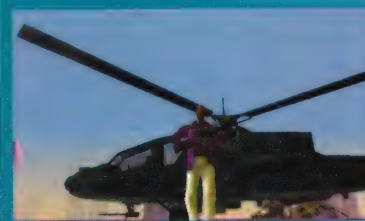
**REWARD:** \$1,000

This is all too easy; complete the 'Home's on the Range' mission and enter the marker at the driving range in Leaf Links. Push **⊗** to start off the swing, then press **⊗** again when the marker is in the green, and then again when it's in the green accuracy part. You should be able to hit the buoy every time!

### crash!

**REWARD:** \$1,000

Get into the coach that's parked in the film studios on Prawn Island. Get out of the studio quickly and onto a straight road. Bash as many cars as possible so you rack up a damage score of \$2,000.



## 100% completion unlockables

In order to get 100% completion you'll need to do all of the following...

☐ BEAT ALL THE STORY MISSIONS (THE LAST ONE IS 'LAST STAND')

COMPLETE ALL SIDE MISSIONS

☐ FIRE COPTER  
☐ PHIL'S SHOOTING RANGE  
☐ SKYWOLF  
☐ VICE SIGHTS  
☐ BEACH PATROL  
☐ SWINGER'S CLUB  
☐ CRASH!

☐ GET ALL 32 VEHICLES TO THE CIVIL ASSET FORFEITURE IMPOUND (THERE ARE FOUR LISTS)

☐ OWN ALL 30 BUSINESSES AND GET FULL RESPECT IN ALL BUSINESS TYPES

COMPLETE ALL ODD JOBS UP TO LEVEL 15

☐ AIR RESCUE  
☐ FIREFIGHTER  
☐ PARAMEDIC  
☐ VIGILANTE  
☐ TAXI DRIVER (EARN \$5,000, OR COMPLETE 50 FARES)

COMPLETE ALL RACES

☐ BMX TIME TRIALS  
☐ CRIMS ON WINGS  
☐ HAITI HOVER RACE  
☐ PLAYGROUND ON THE TOWN  
☐ QUAD BIKE TIME TRIALS  
☐ SANCHEZ TIME TRIALS  
☐ TURISMO (PARTS 1 AND 2)  
☐ HARBOR HOVER RACE  
☐ LAND, SEA AND AIR ACE  
☐ MASHIN' UP THE MALL  
☐ PLAYGROUND ON THE POINT  
☐ WATERSPORTS

☐ BURST ALL 99 RED BALLOONS

☐ BEAT ALL 30 RAMPAGES

☐ PASS ALL 30 UNIQUE STUNT JUMPS



# cheats & unlockables

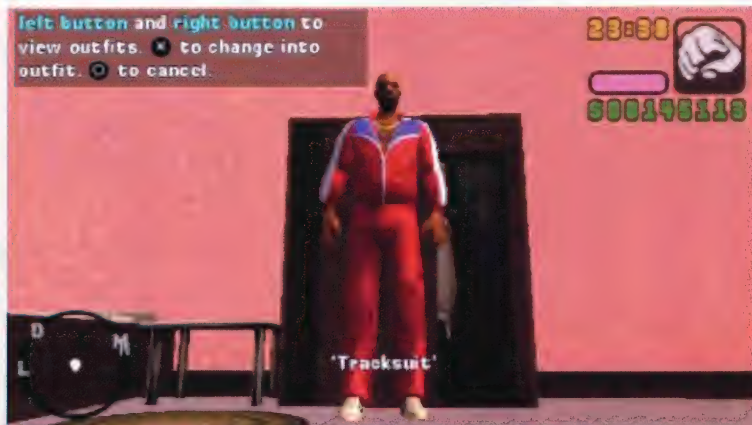
Below is a list of unlockables. Most are obtained by completing missions in vehicles by pressing **↑** when you get in. Vigilante missions are in police vehicles, firefighter ones are in fire engines, paramedic ones are obviously in ambulances. You can find air ambulances at the back of most hospitals on the west island. The beach patrol buggy is in the centre of Washington Beach. And of course, you can pretty much find a taxi anywhere!

## ODD JOB UNLOCKABLES

Bulletproof business vehicles	Own all 30 Empire buildings
Extra armour	Finish 15 Vigilante Missions
Fireproof	Finish 15 Firefighter Missions
Free "Pay 'N' Spray" usage	Deliver all 32 cars to the Civil Asset Forfeiture Impound Yard
Infinite sprint	Finish 15 Paramedic Missions
Max health increase	Finish 15 levels Air Ambulance Missions
Never get tired while swimming	Finish 15 Beach Patrol Missions
Taxi jump	Obtain either 50 taxi missions or earn \$5000 in fares

## UNLOCKABLE OUTFITS

Unlockable	How to Unlock
Army fatigues	Complete "Last Stand"
Casual clothes	Complete "Conduct Unbecoming"
Cuban-style clothes	Complete Umberto's Mission Strand
Hired-muscle clothes	Build a 'High Roller' 'Protection Racket' Empire building
Hood clothes	Build a 'High Roller' 'Robbery' building
Leisure outfit	Build a 'High Roller' 'Prostitution' building
Mr. Repo clothes	Build a 'High Roller' 'Loan shark' building
Smart suit	Complete every mission for all six of the types of empires.
Smuggler clothes	Build a 'High Roller' 'Smuggling' building
Tracksuit	Build a 'High Roller' 'Drug dealing' business
Trailer-trash clothes	Complete the mission 'D.I.V.O.R.C.E'
Wetsuit	Complete all eight Jetski races using the Jetski at the film studios
Winner's outfit	Complete "Last Stand"



## 100% COMPLETION UNLOCKABLES

In order to get 100% completion you'll need to do the following things,

Beat all the story missions (the last one is 'Last Stand'),

Complete all side missions:

Fire Copter, Phil's Shooting Range, Skywolf, Vice Sights, Beach Patrol, Swinger's Club, Crash!, Get all 32 vehicles to the Civil Asset Forfeiture Impound (there are four lists), Own all 30 businesses and get full respect in all business types.

Complete all odd jobs up to level 15:

Air Rescue, Firefighter, Paramedic, Vigilante, Taxi Driver (earn \$5000, or complete 50 fares)

Complete all races:

BMX Time Trials, Crims on Wings, Haiti Hover Race, Playground On The Town, Quad Bike Time Trials, Sanchez Time Trials, Turismo (Parts 1 and 2), Harbor Hover Race, Land, Sea And Air Ace, Mashin' Up The Mall, Playground On The Point, Watersports, Burst all 99 Red Balloons, Beat all 30 Rampages, Pass all 30 Unique Stunt Jumps.

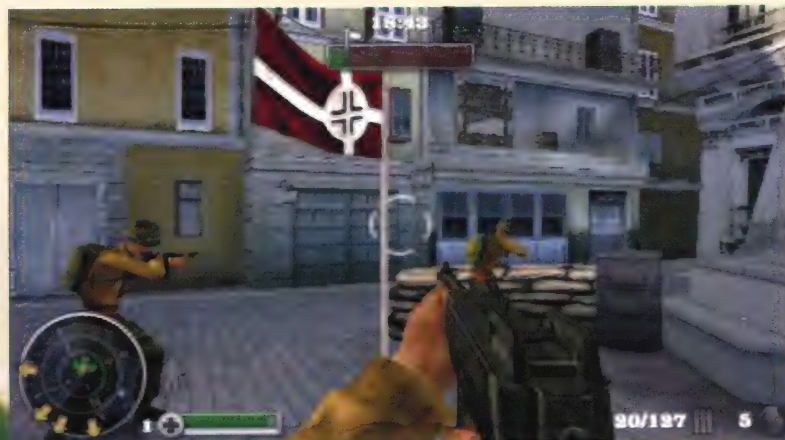
## Cheat

## Code

Armour	↑, ↓, ←, →, ⊙, ⊙, L, R
Weapons (tier 1)	←, →, ⊗, ↑, ↓, ⊙, ←, →
Weapons (tier 2)	←, →, ⊙, ↑, ↓, ⊙, ←, →
Weapons (tier 3)	←, →, ⊙, ↑, ↓, ⊙, ←, →
Destroy all cars	L, R, R, ←, →, ⊙, ↓, R
Faster game time	R, L, L, ↓, ↑, ⊗, ↓, L
Slower gameplay	←, ←, ⊙, ⊙, ↓, ↑, ⊙, ⊗
Faster gameplay	←, ←, R, R, ↑, ⊙, ↓, ⊗
Get \$250,000	↑, ↓, ←, →, ⊗, ⊗, L, R
Full health	↑, ↓, ←, →, ⊙, ⊙, L, R
'Wanted' level doesn't rise	↑, →, ⊙, ⊙, ↓, ←, ⊗, ⊗
Raise 'Wanted' level	↑, →, ⊙, ⊙, ↓, ←, ⊙, ⊙
Overcast weather	←, ↓, L, R, →, ↑, ←, ⊙
Rainy weather	←, ↓, L, R, →, ↑, ←, ⊙
Foggy weather	←, ↓, ⊙, ⊗, →, ↑, ←, L
Sunny weather	←, ↓, R, L, →, ↑, ←, ⊙
Clear weather	←, ↓, R, L, →, ↑, ←, ⊗
Pedestrians attack	↓, ⊙, ↑, ⊗, L, R, L, R
Pedestrians have weapons	↑, L, ↓, R, ←, ⊙, →, ⊙
Pedestrians riot	R, L, L, ↓, ←, ⊙, ↓, L
Pedestrians enter your vehicle	↓, ↑, →, →, L, L, ⊙, ↑
Spawn Rhino	↑, L, ↓, R, ←, L, →, R
Spawn Trashmaster	↓, ↑, →, ⊙, L, ⊙, L, ⊙
Perfect handling	↓, ←, ↑, L, R, ⊙, ⊙, ⊗
Black traffic	L, R, L, R, ←, ⊙, ↑, ⊗
Chrome traffic	→, ↑, ←, ↓, ⊙, ⊙, L, R
Traffic avoids you	↑, ↑, →, ←, ⊙, ⊙, ⊙, ⊙
Pedestrians follow you	→, L, ↓, L, ⊙, ↑, L, ⊙
'Upside down' mode	⊙, ⊙, ⊙, L, L, R, R, ←, →
'Upside down' mode (alternate)	←, ←, ←, R, R, L, L, →, ←
25% of Multiplayer bonuses unlocked	↑, ↑, ↑, ⊙, ⊙, ⊙, R, L
50% of Multiplayer bonuses unlocked	↑, ↑, ↑, ⊙, ⊙, ⊗, L, R
75% of Multiplayer bonuses unlocked	↑, ↑, ↑, ⊗, ⊗, ⊙, R, L
100% of Multiplayer bonuses unlocked	↑, ↑, ↑, ⊙, ⊙, ⊙, L, R
Commit suicide	→, →, ⊙, ⊙, L, R, ↓, ⊗







**Fight back against the Nazi war machine with our guide to every single objective**

# MEDAL OF HONOR<sup>TM</sup> HEROES





# ITALY

## TAKE THE AIRFIELD

### PRIMARY OBJECTIVES

#### ■ DESTROY THE RADIO TOWER TRANSFORMER

Go up the tower to the west then head north towards the transformer, looking out for heavy enemy resistance on the way. Plant a bomb on the transformer and stand well clear.



#### ■ DESTROY BASE GENERATOR

Continue north, past the transformer and into the bunker ahead. Follow the corridor until you reach the room containing the generator and plant a bomb on it.



#### ■ ESCAPE

To finish the mission, all you have to do is fight your way back across the airfield to where the mission started.

### SECONDARY OBJECTIVES

#### ■ FIND THE LUFTWAFFE ME262 SCHEMATICS

Head north from the start and into the aircraft hangar. Go up the stairs at the rear and head along the walkway to find the Schematics in the corner.



#### ■ SECURE THE LUFTWAFFE RECONNAISSANCE PHOTOS

Head down the tunnel entrance in front of the hangar and follow the tunnel into a room filled with pipes. Look round to the right to find the photos.



## CODE BREAKERS

### PRIMARY OBJECTIVES

#### ■ STEAL THE GERMAN ENIGMA MACHINE

The Enigma Machine can be found in the barn to the south of the area. The barn is heavily guarded with both troops and a gun that faces north-west. Approach from the east to avoid walking into the gun's line of fire.



#### ■ ESCAPE WITH THE ENIGMA MACHINE

The quickest route of escape is up the hill to the north-west. Whichever way you go will be crawling with enemies; however, if you go up the hill you have the added danger of the mounted machine gun behind you. Clear the surrounding area of enemies before quickly running up the hill and back to where you started. Bear in mind that there are some stairs that lead back up to the bridge you need to cross.

### SECONDARY OBJECTIVES

#### ■ RECOVER THE BRITISH SPY'S COMMUNICATION PAPERS

After you've crossed the bridge at the start, head through the first doorway on the right. Go through this room and down the stairs on the other side. Find the papers on the table in the building that is opposite.



#### ■ GRAB GERMAN INVENTORY RECORDS

Leave the room where you picked up the communication papers via the door to the south, and head across the street to the building with a balcony. Go inside and up the stairs to find the records at the other end of the landing.



#### ■ STEAL AN ITALIAN OFFICER'S PASSPORT

While making your escape up the hill to the north-west of the barn, take a quick detour into the small building on the left to find the passport inside.



#### ■ FIND GERMAN MEDICAL REPORTS

Go back downstairs in the building containing the records and through the door to the south-east. Follow the path and round the corner you'll find the passport on some crates.

## VILLAGE LIBERATION

### PRIMARY OBJECTIVES

#### ■ HOLD THE VILLAGE UNTIL REINFORCEMENTS ARE READY

You have 15 minutes for this mission, which is plenty of time to take control of the three strategic points in the village. The counter in the top-right corner indicates how many

reinforcements are ready, so keep an eye on it. The basic objective is to capture each of the three flags around the village. However, your control over them falls while you're away from them, making it tricky to control all three at once. You'll need to keep running between them to keep your hold on the village. You will know when you're losing control over an area as the flag on the radar begins to flash. The flag in front of the barn is tough to defend, because there's no real cover to take. Fortunately, the enemy mainly attack from the north so you can see them coming.

The flag at the top of the hill to the north-west of the barn is a much easier prospect. It does have a mounted machine gun near it so beware of that, but other than that it's easy to defend.

The flag in the middle of the street in the northern area of the town rarely comes under attack while you attempt to capture it, just keep an eye on the road heading north and west just to be sure.

Sometimes you will complete the objective even if you have totally lost control of one area – don't ask why, just be happy.



### SECONDARY OBJECTIVES

#### ■ PICK UP THE ITALIAN RECONNAISSANCE REPORTS

Leave the building where you find the papers via the door on the other side and then head down the stairs. Head south-west over to the building next to the base of the bridge. You'll find the reports inside.



#### ■ STEAL THE GERMAN OFFICER'S IDENTIFICATION PAPERS

Head across the bridge at the start and enter the first building you can on the right to find the papers inside.

#### ■ GRAB THE MAPS DETAILING GERMAN INFANTRY DEPLOYMENTS

You'll find the maps on some crates in the building directly opposite the barn.





# LIGHT THE WAY

## PRIMARY OBJECTIVES

### ■ DESTROY THE ARTILLERY GUNS

Once you have the operations documents, head up the slope to the north-west to find the area where you need to plant some explosives.



### ■ DESTROY THE LIGHTHOUSE GENERATOR

The safest way to approach the lighthouse is via the tunnel that is to the south-east of the room where you pick up the logbook. When you emerge from the tunnel you will encounter some enemies around the lighthouse so take them out then head inside and plant the bomb.

### ■ ESCAPE

To escape all you need to do is get back to the truck at the start of the mission. As you're on the beach anyway this isn't too difficult; however, you will encounter some resistance, so make sure you are prepared.



## SECONDARY OBJECTIVES

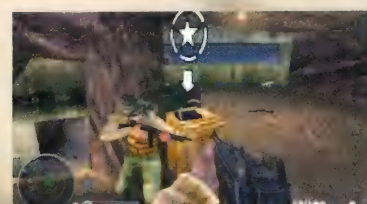
### ■ SECURE THE ITALIAN COMMUNICATION LOGBOOK

On your way down to the lighthouse go to the left of the large rock formation to find a doorway on the left side of it. You need to head inside to find the logbook.



### ■ FIND THE ITALIAN OPERATIONS DOCUMENTS

When you are round the first rock face and set eyes on the lighthouse, keep moving round to the left and go up the slope to the west. Follow the path



north then go right when you see some wooden crates. Go up the slope then go left at the top into the cave. Head forward and the documents are on a crate to the left.

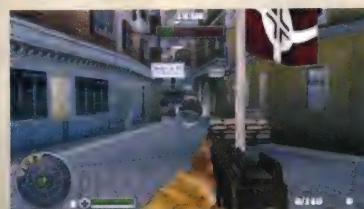


# CITY OFFENSIVE

## PRIMARY OBJECTIVES

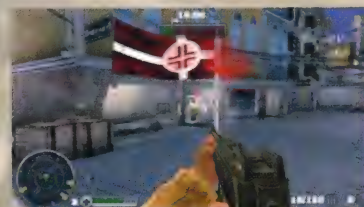
### ■ CAPTURE THE COURTYARD

In the building where you find the research papers, go up the second set of stairs then down another set opposite. Turn to the right at the bottom to see this flag behind a stone monument. There is plenty of cover, so use it while capturing the flag.



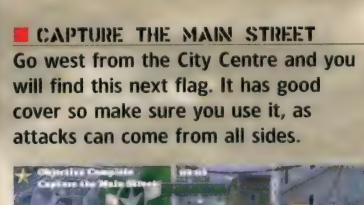
### ■ CAPTURE THE MARKET SQUARE

Head forward from the start then go through the archway on the right at the end to find the Market Square. There's a mounted machine gun nearby that would be great to defend with if only it wasn't just a little too far away. Ignore it and train your sights down the street to the north, as that's where most of the enemies will come from.



### ■ CAPTURE THE CITY CENTRE

Head up the street to the north of the Market Square then turn left at the end. You will see the flag ahead so take care of any enemies, then move close to capture it. Stay alert, as enemies are likely to appear from the building to the south-east.



### ■ CAPTURE THE MAIN STREET

Go west from the City Centre and you will find this next flag. It has good cover so make sure you use it, as attacks can come from all sides.



### ■ CAPTURE THE GOVERNMENT BUILDINGS

Head up the street to the north of the Market Square and go through the archway on the right at the end. Head left and you will find this flag. It has a pile of sandbags next to it that the enemy will use as cover while they defend. A couple of grenades should clear the area so you can move in. While you're capturing the flag the enemy will more than likely approach from the south-east, so keep your sights trained on that area.

## SECONDARY OBJECTIVES

### ■ FIND GERMAN V2 WEAPON RESEARCH PAPERS

Go up the street to the west of the Main Street flag and head through the doorway on the left at the end. Go up the stairs then into the room on the right to find the papers.



# NETHERLANDS

# HOSTILE TERRITORY

## PRIMARY OBJECTIVES

### ■ CAPTURE THE WATERFRONT

Go down the steps on the left side of the bridge to find this flag. There's a small amount of cover so use it and keep an eye on the area above.



### ■ CAPTURE THE MARKET

Go down the alley that is almost opposite the building where you find the documents to find this flag. There is little in the way of cover so

### ■ LOCATE MAPS OF THE GERMAN SUPPLY LINES

Head forward down the street when you start and at the end you'll see the maps on the balcony above. To reach them go to the Market Square then down the street to the north. Go through the hole in the wall on the left and up the stairs you can see ahead. Go right at the top and out on to the balcony to find the maps.



### ■ LOCATE THE GERMAN SUPPLY LOGBOOKS

Move down the street to the south-west of the Government Buildings then go through the doorway on the right that has the sign 'Officio' above it. Go left once inside to find the logbooks.



it's best to watch out for attacks coming from the building to the north.

### ■ CAPTURE THE WEST DISTRICT

This flag is just to the west of the building where you find the records. It's a destroyed building and what's left of the walls make for good cover.

### ■ CAPTURE THE EAST DISTRICT

To the north-east of where you find the documents is a destroyed building; the flag is inside what's left of it. The flag is heavily defended so lob a couple of grenades then move in.

### ■ CAPTURE THE NORTH FIELDS

Head north-west from the East District and you will see this flag on a dirt track. There isn't much cover so make sure you keep an eye on the tunnel to the south, as that's where the enemies will more than likely emerge from.







### SECONDARY OBJECTIVES

#### ■ SECURE RECORDS OF HOLLAND POLITICAL PRISONERS

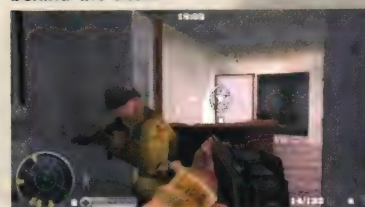
Go down the alley to the west of the Market and you should be able to see the records through the window of the building at the end. You need to go inside and grab them.

#### ■ LOCATE MAPS OF THE SURROUNDING ENEMY TROOPS

Go down the tunnel that is to the south of the North Fields (or to the south of the Waterfront) to find the maps inside.

#### ■ STEAL NETHERLANDS IDENTIFICATION DOCUMENTS

Cross the bridge from the start and keep right. Follow the road north and go through the doorway on the right under the sign – the documents are behind the desk.



## THE BRIDGE

### PRIMARY OBJECTIVES

#### ■ CAPTURE AND DEFEND THE BRIDGE

The bridge is, unsurprisingly, well defended but there is plenty of cover to use so just work your way towards the flag. Once the green bar at the top of the screen is full, the counter on the top-right will start. Once it reaches the target of 180 then the mission will be complete. There are mounted machine guns facing both north and south that are very handy for defending. Don't stay away from the flag for too long though, otherwise it will start to fall back into enemy hands and the counter will stop.

### SECONDARY OBJECTIVES

#### ■ FIND DOCUMENT DETAILING GERMAN OFFENSIVE

Head down the steps on the right on the north side of the bridge. Continue east across the courtyard then go right and over to the building with a hole blasted in it. Go through the doorway on its south side and then proceed to pick up the document.

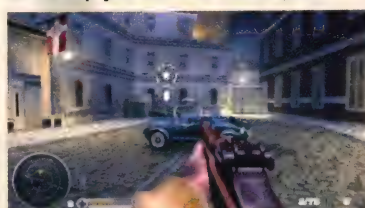


#### ■ FIND GERMAN DOCUMENTS DESCRIBING LUFTWAFFE NUMBERS

On the north side of the bridge go into the building on the left, then head right to find the documents on a table in the room you come to.

#### ■ SECURE MAPS DETAILING GERMAN TARGETS

Head up the slope at the start and go west. When you reach the graveyard go into the building on the right and head up the stairs. At the end of the corridor at the top you will find the maps.



## YOUR PAPERS, PLEASE

### PRIMARY OBJECTIVES

#### ■ STEAL THE GERMAN OFFICER'S PAPERS

The papers can be found in the car at the far eastern end of the mission area. Look out for heavy resistance as you approach the vehicle from both the south and the west.

#### ■ ESCAPE FROM THE CITY WITH THE STOLEN PAPERS

Head in a southerly direction from the car and go back to where you started to complete the mission.

### SECONDARY OBJECTIVES

#### ■ LOCATE GERMAN FIELD REPORT

Go through the doorway to the north-east at the start and go north through the building and out on to the street. Go east and you will see the report on some crates at the end of the road.



#### ■ FIND MAPS OF NETHERLANDS SUPPLY LINES

In the area where there's a tank and truck convoy look up at the buildings to the north and you should see the maps in a window. Go through the doorway below and up the collapsed floor to reach them.



## THE BRIDGE

### PRIMARY OBJECTIVES

#### ■ ELIMINATE THE GERMAN SOLDIERS AT THE CHURCH

You simply need to kill 30 enemy soldiers to complete this objective. There are plenty around but be aware that if you head into the church itself you will find the highest concentration of enemies. There are enemies outside, so it can be wise to pick them off if you're low on health or ammo. There is a time limit but you should only need a fraction of it to get the job done.



### SECONDARY OBJECTIVES

#### ■ SECURE GERMAN COMMAND INSTRUCTIONS

The command instructions are located to the rear of the church (east-end) so fight your way over there to grab them.

#### ■ FIND COMMUNICATIONS TO GERMAN SPY

Head to the road behind the wall to the



east of the Church. You will find a car that contains the communications.



## THE COUNTER-ATTACK

### PRIMARY OBJECTIVES

#### ■ CAPTURE THE GRAVEYARD

The graveyard is in the south-west corner of the mission area. It looks quiet but as soon as you approach the flag you will come under heavy attack (look out for the panzerschreck-carrying soldier). Use the gravestones as cover where you can and try to take out the enemies as quickly as possible before you get overwhelmed.



#### ■ CAPTURE THE VILLAGE CENTRE

This flag is located just to the north-west of the papers on the railway track. Position yourself behind the sandbags and aim to the east, as that is more than likely where any attacks will come from. Don't ignore the building behind you though, as enemies can surprise you from there.

#### ■ CAPTURE THE CITY SQUARE

This is just around the corner to the south of where you start. Look out for enemies coming from both the south-east and the south-west and capture the flag.

#### ■ CAPTURE THE MAIN BRIDGE

You've captured this bridge once before and resistance is lighter this time around so you should have no problems. Keep in mind that the mounted machine guns are in operation so you can rely on them to defend with, but you won't have to face them when advancing onto the bridge, either.

#### ■ CAPTURE THE RAILWAY BRIDGE

The collapsing railway bridge is to the east of the main bridge. It is relatively easy to defend, as there are only two possible directions for the enemy to approach you and you can clearly see them coming.







### SECONDARY OBJECTIVES

#### ■ FIND THE GERMAN COMMAND DOCUMENTS

The documents are on the south side behind a truck, below and to the east of the main bridge.

#### ■ FIND THE GERMAN SCIENTIFIC RESEARCH PAPERS

These papers are to the east of the graveyard, next to the railway tracks, which is where you started in 'The Bridge' mission.

#### ■ LOCATE THE GERMAN GENERAL'S ORDERS TO TROOPS

The orders are in the building to the north-west of the main bridge. They are in exactly the same place as the German Documents describing Luftwaffe Numbers were in 'The Bridge' mission.



# BELGIUM

## HOSTILE TERRITORY

### PRIMARY OBJECTIVES

#### ■ CAPTURE AND HOLD THE RIVER BASE

The river base is to the south-west of the windmill. Once you've captured the flag, the counter in the top-right corner will begin. When it reaches the target of 180, the mission will be complete. The river base is a little tricky to defend, as there isn't much cover, if you want to stay near to the flag and there are lots of places for the enemy to appear from. Thankfully, they seem to concentrate their attacks from the north-east but don't ignore the tunnels to the north-west or south-east, as they provide a way for the enemy to sneak up on you.



### SECONDARY OBJECTIVES

#### ■ SECURE BELGIAN IDENTIFICATION PAPERS

Follow the road east into the town, go past the barn containing the tank then enter the next building on the right. Go down the stairs into the basement then head right into the next room to find the papers on the left.

#### ■ LOCATE RECORDS OF BELGIAN PRISONERS

Follow the road east through the town until you find a stationary truck. The records are on the back of the truck.

#### ■ FIND MAPS DESCRIBING GERMAN TROOP LOCATIONS

Locate the trench to the north-west of the windmill and follow them north to the shack at the end to discover the maps inside.



## STATION RAID

### PRIMARY OBJECTIVES

#### ■ HOLD THE RANCH UNTIL REINFORCEMENTS ARE READY

There are three flags you need to



capture for this objective. One is just a short walk forward from the start and is heavily defended by enemies spilling out of the surrounding buildings. The second can be found at the T-junction on the other side of the bridge. That is more open and not as well defended, but it doesn't offer much cover so is tough to capture without taking a few hits. To reach the third flag go up the road to the south of the second flag, behind the frozen waterfall and south-west to the small hut where the flag is outside. As you try and capture this flag a stream of enemies will come up the hill, so pick them off as best you can. There is an Enfield sniper rifle in the hut so grab that if you need a little more precision.

When you capture any of the flags you should notice that the counter on the top-right starts to ascend. The more flags you have control over the quicker this will go, so make sure to return to the flags to ensure they don't fall into enemy hands.

### SECONDARY OBJECTIVES

#### ■ FIND GERMAN SUPPLY RECORDS

These records are in the building just to the north of the flag that is closest to the start of the mission.

#### ■ SECURE THE MAPS TO GERMAN AMMO CACHES

The maps can be found in the building to the north-west of the flag at the T-junction. You should be able to see them through the window.



#### ■ CAPTURE THE GERMAN SPY PHOTOS

The photos are on the floor by a truck, which is on the left as you go up the hill towards the third flag.

## OUT FROM THE TRENCHES

### PRIMARY OBJECTIVES

#### ■ ELIMINATE THE GERMAN SOLDIERS ALONG THE RIVER

All you have to do is kill 40 enemy soldiers in order to complete this objective. There are plenty around so it shouldn't be too hard. If you want to move across the map without engaging too many enemies then look out for the entrances to the underground tunnel network. You will also find a shotgun down there if you fancy something with some stopping power.

### SECONDARY OBJECTIVES

#### ■ FIND THE LIST OF SURROUNDING TROOP ARMAMENTS

This list is on the first floor of the building opposite the barn containing the tank.

#### ■ GRAB THE ALLIES SPY DROP OF SECRET DOCUMENTS

The documents can be found at the back of the barn that contains the tank, which is at the opposite end of the village to where you start.

#### ■ STEAL THE GERMAN COMMUNICATIONS TRANSCRIPTS

These are in the windmill over to the north-west from where you start. However, there's no direct access into the windmill so you need to use the tunnel, which is in the destroyed house to the south-west. There are two tunnels here so make sure you use the one on the east wall.





## RECOVER THE PLANS

### PRIMARY OBJECTIVES

#### ■ SECURE THE STOLEN DOCUMENTS

These documents are on the ground floor of the house on the hill, which is in the south-western corner of the mission area. You will encounter some resistance, especially once you enter the house. Look out for grenades being thrown around into these small rooms.



#### ■ RECOVER THE GERMAN RECONNAISSANCE PHOTOS

The photos are up on the first floor of the house in the southern-most area of the map. The trench that runs nearby it leads to a tunnel, which provides a covert route to the rear of the house and therefore helps you avoid some of the heavy resistance.



#### ■ STEAL THE GERMAN POW REGISTRY

Head east from the start until you reach a concrete bunker on top of a

small hill. The registry is just inside and usually not very well defended.



#### ■ ESCAPE WITH THE DOCUMENTS

To escape you need to get back to where the mission started. You should encounter a few enemies on the way, but nothing too taxing.

### SECONDARY OBJECTIVES

#### ■ RECOVER STOLEN SUPPLIES

Once you reach the stationary convoy of trucks, south-west of the start, you will find the supplies in the middle on top of a crate.



#### ■ ASSASSINATE GERMAN OPERATIVE, HANS KAPPLER

Hans can be found in the house in the southern area of the map (the one with the trench in front of it). He will probably be upstairs but he can sometimes be found on the ground floor or even outside if he's feeling bold.

#### ■ ASSASSINATE GERMAN OFFICER, KARL WOLFF

Head east from the start and up the slope until you reach a bunker. Wolff



should be somewhere inside, most likely on the upper level, so head there first.

## END GAME

### PRIMARY OBJECTIVES

#### ■ DESTROY THE GERMAN COMMAND CENTRE

From the room where you find the list of political prisoners, head through the door to the north, then go through the door at the end on the right. You will find the command centre in here but look out for heavy resistance that will possibly include a few enemies that will be wielding panzerfausts.



#### ■ DESTROY THE GERMAN COMMUNICATIONS CENTRE

From the start go through the large door on the right side of the courtyard. Make your way out into the next courtyard and head north. Just before you reach the stairs at the end of the area you will see an archway with some stairs leading down on the left. Take these stairs down to the cellar and proceed into the second room to find the communications centre in the corner. The house is crawling with enemy troops wherever you go so get ready for some heavy firefights.

#### ■ ESCAPE FROM THE CASTLE

You simply need to get back to the start of the mission to escape. The

castle can be a confusing place so this is sometimes easier said than done, especially with the enemy on your tail.



### SECONDARY OBJECTIVES

#### ■ FIND MAP OF GERMAN COMMAND CENTRES

From the start head over to the large doorway on the right side of the courtyard. Head through the archway on the left and into another courtyard. Go up the stairs you can see to find the map on a desk inside.

#### ■ SECURE LIST OF BELGIAN POLITICAL PRISONERS

Head left round the corner at the start and up the stairs. Go through the archway on the left in the room at the top to find the list on top of a crate.

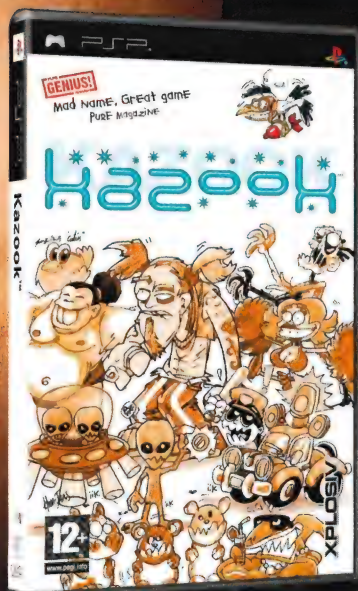
#### ■ FIND THE V2 ROCKET SCIENTIFIC RESEARCH PAPERS

Once you have destroyed the command centre, crouch down and crawl into the fireplace to discover a secret passage. Follow the stairs down to find a room containing the research papers.





# ARE YOU KAZOOK?



"a thoroughly addictive  
slice of handheld fun"  
Go Play

From knocking out sumo wrestlers to shooting zombies, Kazook is more than a place it's a state of mind that exists between the edges of what's real and fantasy. When you're in Kazook everything and anything does and can happen.

30 totally addictive party-games set in this distinctly stylised world and a huge range of wild characters, outfits and levels to unlock, Kazook will keep pulling you back for more wild and crazy challenges.

PSP.

[www.kazook-game.com](http://www.kazook-game.com) [www.xplosiv.net](http://www.xplosiv.net)

**XPLOSIIV®**



# CONNECT

GET THE MOST OUT OF YOUR PLAYSTATION PORTABLE

## [96] PSP UAE

Amiga emulator tested



### [99] News

The hottest homebrew news

- >> NEO GEO EMULATOR
- >> DEATH TO THE DS!
- >> PSP DEV KIT ON EBAY

### [100] Retro Reviews

Classic Neo Geo games

- >> NAM 1975
- >> SHOCK TROOPERS
- >> METAL SLUG 3

### [101] Movie Watch

What trailers are worth downloading this month?

### [102] Expand

The latest peripherals tried and tested





### Console history EVERYTHING YOU NEED TO KNOW ABOUT...

# PSPUAE

**C**ommodore's C64 had been a huge success in the UK, and, along with the ZX Spectrum, it totally dominated the 8-bit computer market. Time waits for no gamer though, and as technology progressed and the likes of the Master System and NES started to take control of the market, Commodore decided that it was time to start work on a new generation of 16-bit computers.

Atari had already begun to make inroads into the new market with its Atari520ST, which had initially launched in 1985, so Commodore was keen to start taking market share away from one of its biggest rivals.

The Amiga 500 was eventually announced at the winter CES (Consumer Electronic Show) in January 1987 at pretty much the same time as Commodore's Amiga2000. Unlike its more powerful peer, the 500 was to be a low-end model that would appeal to the average consumer and be more than capable of playing great games.

Amazingly, this low-end model launched at a fairly high price and cost the average consumer a staggering £499 when it was first released, and it didn't even have a monitor! While the price may seem ludicrous now, it was the norm for an industry that wasn't considered 'mainstream' and despite the high price Commodore's machine continued to sell successfully.

By 1989 the machine had been repackaged with Ocean's excellent *Batman* (based on the Tim Burton movie) and it instantly impressed, thanks to its excellent sound chip, incredible speech, and glorious-looking visuals. After that there was no stopping the machine and it continued to be the hardware of choice for the latest games. Indeed, the Atari ST may have impressed with its stunning sound features; however, due to its superior hardware technology, gamers were soon turned to the Amiga to admire its superior visuals and super-slick scrolling.

*Worms*, *Frontier*, *Speedball 2*, *The Chaos Engine*, *Lemmings*, *Pinball Dreams*, *The Secret Of Monkey Island* and *Eye Of The Beholder* were just a few of the many classic titles that were available for the console, and practically all were superior to the other versions that were available at the time.

But unfortunately, success doesn't last forever; the 500 was eventually replaced in 1991 by the Amiga 500+, which in turn was superseded by the Amiga 600, and later, by the Amiga 1200. Despite the later models proving to be popular with gamers (especially the 1200) none of them were as successful as the 500, and after a string of financial troubles in the mid Nineties, Commodore dropped out of the gaming industry. Gone, but definitely not forgotten. ■

Here's just two of the many awesome games that were released on the Amiga 500...

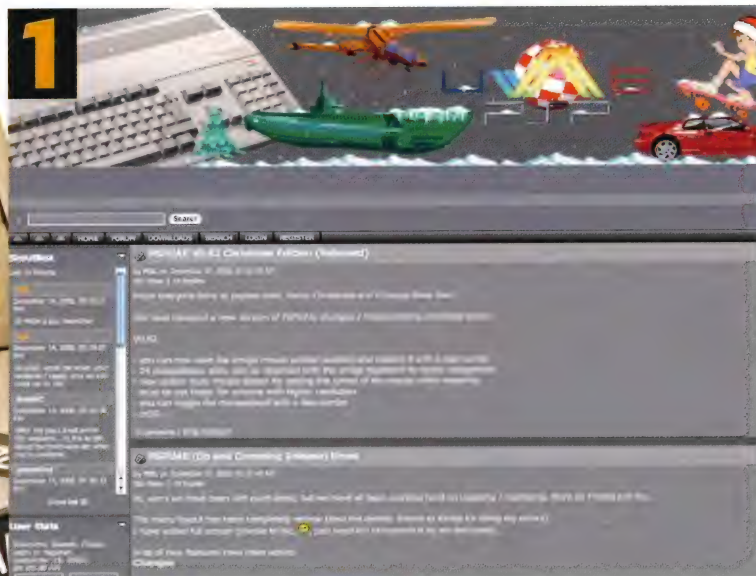




Qj  
.NET  
PRESENTS

PS2  
UPDATES

## SETTING UP THE EMULATOR IN FIVE EASY STEPS



**H**ooray, it's that wonderful part of the magazine where we gently take you by the hand, caress the soft, soft skin on the back of it and guide you through the latest emulator. Do not be scared dears, just squeeze tightly, follow our instructions to the letter and all will be well with the world.

Anyway, before we start getting sidetracked, let's get down to the job at hand. First off, as always, you need to gain access to the actual emulator. The current version of PSPUAE is on version 0.6 at present, and best of all it comes in a delightful Christmas edition that includes festive versions of *Cannon Fodder*, *Lemmings* and *Psycho Santa* (however, we would have to question how legal these demos actually are).

Still, at the moment you need the emulator, so head on over to PSP Updates, or simply download from the official PSPUAE site, which is located at <http://www.pspuae.com/>.

Like many PSP emulators that are now available there are two firmware versions; however, the latest readme stated that PSPUAE is now compatible with all PSPs that are able to run homebrew. Very nice indeed. Anyway, download the latest file (step 2) and stick it in an accessible place on your desktop.

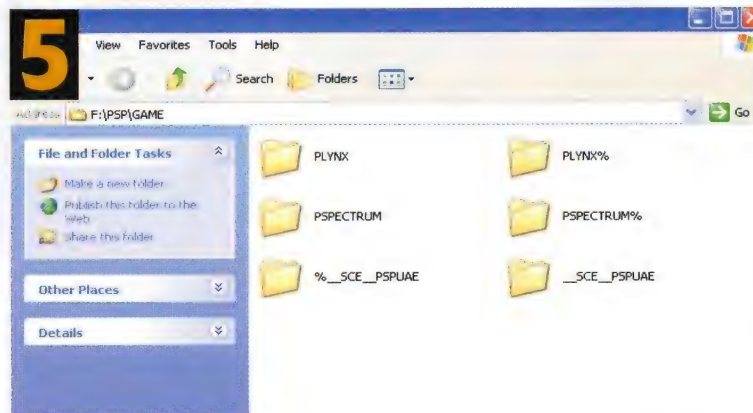
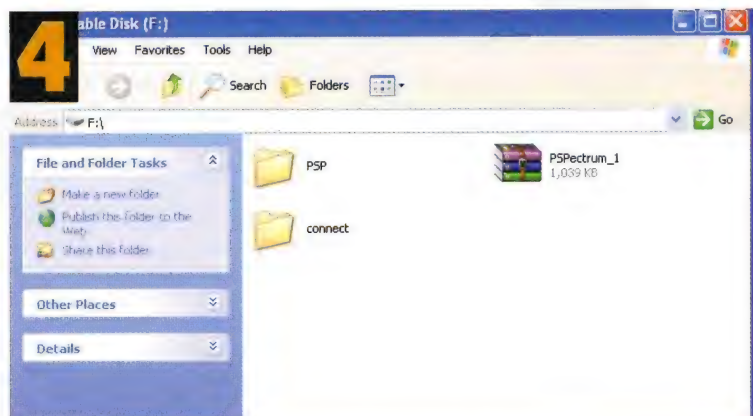
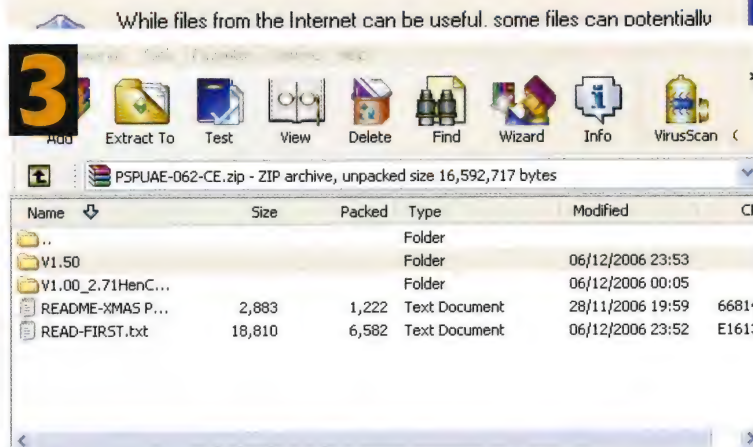
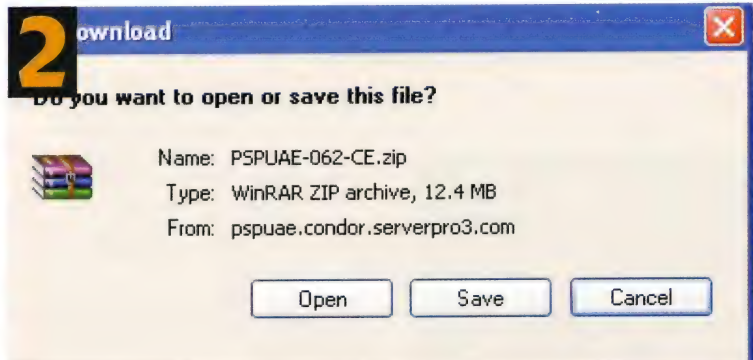
As always, the emulation scene changes extremely quickly and with so many different builds constantly

appearing, the first thing you should do is read any available readme files (please see step 3). This will not only notify you of any last-minute changes, but will also work as an additional guide for the more complicated aspects of the emulator that we won't cover here due to space.

So, you've read the relevant files and downloaded your emulator; now you just need to get it onto your trusty PSP. Grab the relevant USB cable, and ensure that your PSP is connected up to your PC. Open up My Computer, locate your PSP and look for an actual folder called PSP (step 4). Double-click on the folder, open it up and there should be another folder there called Game. If there isn't this is obviously the first time you've used Connect and you are therefore very, very naughty. Create the missing folder and head on back to your downloaded PSPUAE file.

Open up the V1.50 folder and you'll discover `__SCE__PSPUAE` and `%__SCE__PSPUAE`, transfer both of these files to your game folder (step 5).

Finally, open up `__SCE__PSPUAE` and you'll find several folders. Your legal ADF files need to go in DISKS, while your Kickstart ROM (which, of course, you must legally own) goes in KICKS. Then it's just a case of loading up the emu and playing until your little heart explodes with happiness. Tune in next month for another handy emulator and our plans for solving world hunger. ■





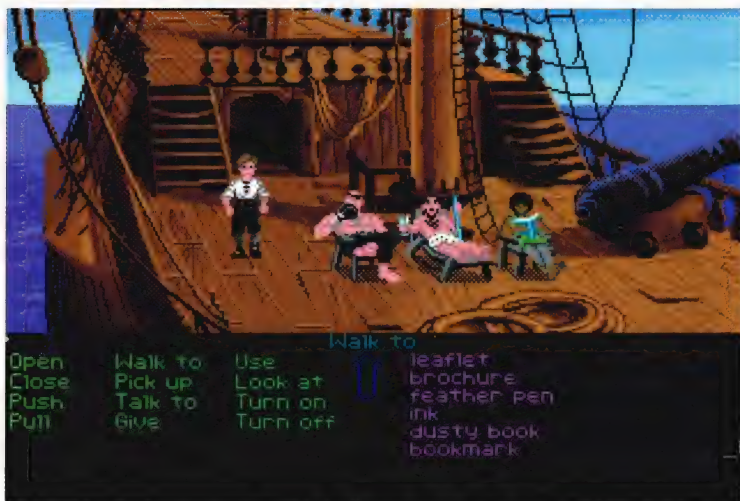
# AMIGA TOP FIVE GAMES

So your emulator is up and running, but which games should you pick up? Check out these little beauties...

## The Secret of Monkey Island

The superb effort from LucasArts is quite simply one of the greatest point-and-click adventure games ever made. Playing as wannabe pirate Guybrush Threepwood, your aim is to solve a number of complex puzzles and eventually discover Monkey Island's mysterious secret. Filled with sparkling dialogue (sadly, not spoken) a wicked streak of humour, and some cunningly designed puzzles, *Monkey Island* will keep you enthralled for an age and is the perfect pick-up-and-play title.

Its visuals may look a little tired now, but if you're looking for a challenging, hilariously funny adventure you won't find one better than *Monkey Island*. Yarr. ■



## Speedball 2: Brutal Deluxe

A word of warning; if you don't have access to those plastic D-Pads that came free with certain PSP games then you may want to get one, like now. *Speedball 2* is so incredibly frantic that it'll snap your analogue nub like a twig and with the PSP's normal D-Pad being so poor you really do need the upgrade.

Once you have it prepare for one of the most exciting sports games ever made. A bizarre cross between football, basketball and rollerball, *Speedball 2* is probably one of the most savage games we've ever played and even today it remains an incredibly fun experience. With its slick visuals and riveting gameplay, *Speedball* will keep you busy for ages. Just don't moan to us if you wear that D-Pad out... ■



## Turrican II: The Final Fight

Manfred Trenz's *Turrican* may have been an excellent run-'n'-gun blaster, but his sequel is even better and deserves your attention straight away. Featuring gob-smackingly good graphics, an array of awesome power-ups and some of the biggest bosses to ever grace the Amiga, *Turrican II* is a heart-stopping shooter that grabs you by the balls, squeezes them really tight and then refuses to let go. Throw in an intense soundtrack and some decent scrolling shooting sections and you have one of the best blasters around. ■



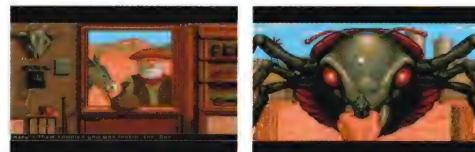
## Pinball Dreams

Digital Illusions created some fantastic pinball titles on the Amiga, but *Pinball Dreams* remains our favourite by a country mile. While the ball physics are impressive, it's the stunning table design and slick scrolling that really manages to impress. Some may moan that you're unable to see the full table, but we've never had a problem and the smooth scrolling means that you'll always have plenty of warning when a hazard is approaching. Yes it's just pinball, but it sure is addictive stuff. Chasing high scores has never been so fun. ■



## It Came From the Desert

Why is *It Came From the Desert* so good? Simple. It has ants in it, and not just normal ants, but bloody great big ones that are intent on overrunning a small backwater town. If you've ever watched a Fifties' B-Movie, you'll instantly latch on to *ICFTD*'s absurd plot and the sly digs it takes at its reference material. Instantly accessible and filled with plenty of memorable characters, *ICFTD* is an excellent adventure that will keep you gripped until the very end. Unless of course, you have an aversion to giant killer ants... ■





## FULL SPEED AHEAD

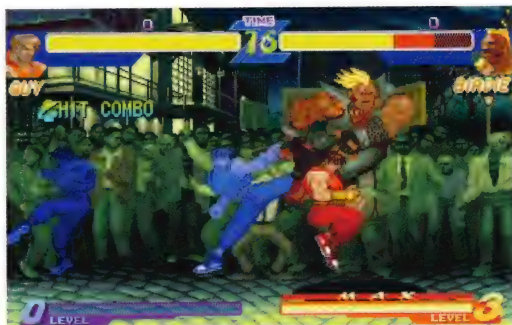
Neo Geo and CPS emus finally near perfection

**C**apcom and SNK have been behind some of the greatest arcade games of all time, so it should come as no surprise that we've been paying close attention to a couple of emulators that could place all your arcade memories in the palm of your hand.

While Capcom in particular has made great progress in the PSP scene and has released a couple of excellent compilations, many titles are unlikely to ever appear on a home machine due to licensing issues. Therefore the likes of *Cadillacs & Dinosaurs*, *Aliens Vs Predator* and the superb *Dungeons & Dragons: Shadow Over Mystara* are most likely to be lost forever. Unless of course, you're one of those naughty people that likes to walk on the wild side...

Both CPS2PSP and MVSPSP (a Neo Geo emu) have come along in leaps and bounds over the past few months and now run pretty much perfectly. Of course, you'll need to own the original arcade boards to play these games (please don't ask us for ROMs) but it's good to know that hackers are having no problems with emulating some of the more advanced machines out there.

With emus for the GBA, N64 and MAME all coming along nicely, how long before we start seeing consoles like the Dreamcast on Sony's machine? Time will tell, but the homebrew scene is certainly starting to heat up. ■



## DEATH TO DS

Don't let the Daily Mail hear about this...

**E**very month in Connect we like to feature at least one new download to try out. Sometimes the download will be useful, but normally we try to look for the most outlandish application that's currently available. Step forward NDS-Killer.

Created by luLy, NDS-Killer initially allowed you to kill a DS by steering it into a variety of different increasingly dangerous objects. However, now the game has been updated so that you can include the image of any png file you desire.

Needless to say, NDS-Killer has caused a storm of controversy on various forums, but it's not because people don't like the thought of being able to destroy pictures of innocent children or animals. No, it's because DS owners are getting upset because their precious console is being ridiculed and poor luLy has received all sorts of complaints.

Ultimately, NDS-Killer is just a little bit of harmless fun, and many gamers have been using it for how it was originally intended – a stress reliever. Just be careful who you show it to. ■



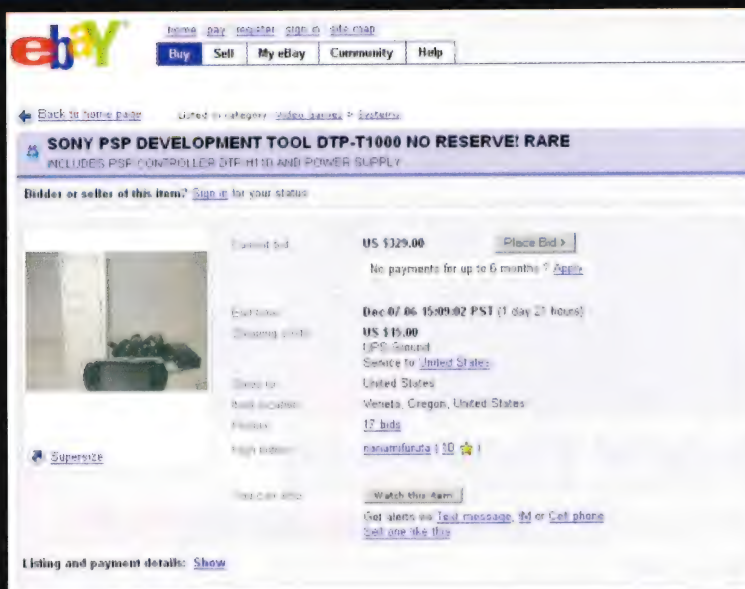
## PSP DEV KIT APPEARS ON EBAY

If only we'd thought of it first. We're only kidding, Sony

**Y**ou can always expect to see weird and wonderful things cropping up on eBay, but even we were surprised when a Sony PSP development kit appeared for sale in early December.

The community was instantly set abuzz with news about the device and a bidding war quickly erupted, only to end when eBay eventually pulled the auction with two days left to go. The machine had already reached an impressive \$329, but many people began to question the machine's authenticity.

It seems highly unlikely that a piece of expensive kit like this could simply just randomly appear, unless it was due to illicit means, but alleged owner, GMaC of PSPUpdates claimed that everything was legitimate. GMaC also reportedly said that the machine was purchased legally in Eugene, Oregon when a Sony manufacturing plant shut down, only to be shot down by various members who claimed that a plant didn't exist there and that he was nothing more than a scammer, who was trying to con gullible people out of money. Whether the actual machine was real or not remains to be seen, but it didn't stop one crazy individual offer \$2000 for it. ■



## PSP UPDATES

**P**SP Updates, the flagship blog of QJ.NET, has been the ultimate PSP resource for over a year. Nowhere else will you find a PSP website updated 24 hours a day, seven days a week, with all the latest news, hacks, exploits, and homebrew

releases as they happen. It's the one-stop shop for all your PSP needs. Get the latest info and screenshots on upcoming PSP games, download the latest homebrew releases at DL.QJ.NET, or get a bit of help from a forum full of experts and enthusiasts. With exclusive interviews,

contests, and editorials, PSP Updates has all you could want from a PSP site. And the good times don't stop there – branch out with QJ.NET to find the latest information on the next-generation consoles, technology, gadgets, games, and loads more! ■





# RETRO REVIEWS

Woo hoo! It's taken a while, but the Neo Geo emulator is now finally running at full speed. Time to check some games out...



## NAM 1975

NAM 1975



First Released: 1990

IT MAY HAVE been released over 17 years ago, but *Nam 1975* remains a fantastic blaster that's a 'must play' title if you are a fan of frantic action.

With the aim of rescuing a kidnapped professor, *Nam 1975* sees your soldier fighting through a variety of scrolling stages and causing as much devastation as possible. While your commando is free to run backwards and forwards across the continually scrolling landscape, holding down the fire button will cause him to

stand still and start spraying the screen with bullets. Thus *Nam 1975* mixes strategy with shooting, as you have to decide when it's safe to move and when you should simply stand your ground and take out everything around you (although fortunately, it is possible to do a small dive to get out of the way of incoming bullets).

Yes it looks old, and yes it's initially tricky to get to grips with, but stick with and you will be rewarded with another excellent shooter. ■



## SHOCK TROOPERS

SHOCK TROOPERS



First Released: 1997

CONTINUING WITH THE run-'n'-gun theme that we started last month, our next title is the wonderfully over-the-top *Shock Troopers*. Created by Saurus all the way back in 1997, *Shock Troopers* is an overhead, vertically scrolling shooter that features more explosions than a dozen *Die Hard* films.

Of course, anyone who's played the likes of *Mercs* or *Commando* (both titles by Capcom) will instantly recognise the style, but it still won't prepare you for the sheer savagery that *Shock Troopers* shows towards you. Every inch of progression is paid for in blood, sweat and tears, but god does it feel satisfying when you finally reach the end of a level.

Forget the laughable plot, which involves you having to rescue the kidnapped granddaughter of a scientist,

because like *Nam 1975*, it's just a flimsy premise to get your pumped-up marine thrown into one of the most intense battlefields around. Luckily, while *Shock Troopers* is tough, Saurus has thrown plenty of help your way to ensure that you at least stand a fighting chance.

There's a vast array of different vehicles to commandeer, plenty of dangerous weaponry to misuse and a solid control system that allows you to fire in one direction while shooting in another. There's even a very handy close-range knife attack that will net you a huge amount of points, if you're brave enough to use it.

*Shock Troopers* may not be as recognisable as *Nam 1975* or *Metal Slug 3*, but that definitely doesn't mean you should ignore it. ■



## METAL SLUG 3

METAL SLUG 3



First Released: 2000

THE METAL SLUG series is generally regarded as one of the finest run-'n'-gun franchises ever made, and *Metal Slug 3* is arguably the best of a great bunch. The *Slug* series has always been famed for its frenetic action, beautifully designed sprites and brilliant level design, and *Slug 3* is no different.

The biggest difference from previous games is that you can now take a variety of different routes to each level's huge exit, which greatly adds to the game's replay value. Throw in a total of four different characters, plenty of new vehicles and weapons to ride and fight with, and you have one of the most intense shooters around.

Ultimately, what makes *Slug 3* stand apart from similar games, and indeed the rest of the series, is the sheer amount of care and attention that has gone into its animation. Play it and be amazed, or better yet, buy the new compilation that's on the way. ■





# MOVIE WATCH



MEMORY STICKS DON'T HAVE INFINITE SPACE ON THEM SO IT'S GOOD TO KNOW WHAT'S WORTH DOWNLOADING AND WHAT ISN'T IN OUR PSP MOVIE ROUND-UP...



**Are We Done Yet?**

A totally unnecessary sequel to the rather rubbish *Are We There Yet?* that saw Ice Cube taking the kids of his lady friend across the country to meet up with their mother. This time around Cube and his now-wife move to the suburbs but have their dream home ruined by a contractor played by the awesome John C. McGinley. It doesn't look to great to be honest. Like we said, pointless sequel.



**Apocalypto**

Mel Gibson's next epic is drawing ever closer and while the trailer looks interesting, we're not sure whether we want to see it or not. Mel seems to have lost the plot recently so there's a chance that might have rubbed off on his new flick. Anyway, it's worth a look just to see what he has been up to for the last couple of years, in between propping up the bar, obviously.



**Ratatouille**

The latest Pixar effort focuses on a young rat living in the walls of a famous Paris bistro. He has aspirations of becoming a chef; however, not only do his family disapprove but the staff and patrons aren't keen on the idea either. Not really surprising seeing as he's a rat. Hopefully this will get Pixar back on form after the disappointing *Cars*, this trailer certainly suggests that will be the case.



**Meet The Robinsons**

Another CGI movie from Disney, only without the help of Pixar. The story centers around Lewis, a boy genius whose latest invention is a Memory Scanner, which he hopes to use to find his birth mother. When his device is stolen by the evil Bowler Hat Guy, Lewis embarks on a wild adventure that sees him travelling through time. From this trailer it looks like Disney might be able to pull it off without Pixar.



**Employee Of The Month**

Zack and Vince both work at the Super Club Warehouse store. Vince has won 17 Employee Of The Month awards, while Zack never has and never wants to. At least not until the sexy Amy arrives and announces that she only dates Employee Of The Month winners. The two guys compete for her affections and hilarity ensues. Jessica Simpson stars as Amy so draw your own conclusions from that.



**Teenage Mutant Ninja Turtles**

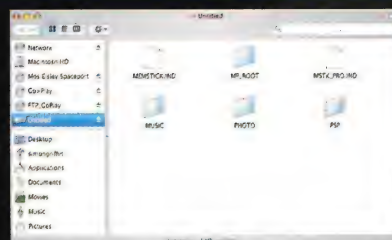
When the live action *Turtles* movie came out CGI was still in its infancy, but now it's good enough that we can get a TMNT movie without those silly suits. The trailer looks pretty cool if you like that sort of thing, and might just entertain kids and adults alike – cowabunga, dude!

■ All these trailers are available for download from <http://psp.connect.com>

## SETTING UP YOUR MEMORY STICK

**IN ORDER TO** get movie clips on your PSP you'll need a Memory Stick and USB cable. However, you will need to tinker with the memory card slightly before putting movie files on it. If there isn't a folder called MP\_ROOT created already then do that first. Now inside that folder create another two, one called 101MNV01 and another

101ANV01. That's it, basically. Now all you need to do is drop the files into one of those two folders depending on the formatting of the file (files starting M4V into 101MNV01 and files starting MAQ into 101ANV01). Remember you'll need the thumbnail image in the same folder too; otherwise you won't be able to see the file on your PSP screen. ■





# EXPAND

## MORE PERIPHERALS PUT TO THE TEST

IF PERIPHERALS ARE YOUR THING THEN YOU'VE COME TO THE RIGHT PLACE, READ ON...

### Talismoon Evolve Wild Jungle Edition PSP Faceplate £9.95

**IN A NICE** change from the same old cases and media amps, Talismoon are giving you the option to pimp your PSP in a rather strange way with these furry faceplates.

Tired of your PSP's shiny surface looking grubby with finger smudges all the time? Or perhaps you just want to make your PSP look different from everyone else's. These faceplates in both cow fur and leopard fur varieties certainly succeed in making your PSP a little different from the ordinary.

Made from sturdy plastic and complete with clear replacement buttons, each faceplate is relatively easy to install. If you don't want to invalidate your warranty then perhaps you should give these a miss, but if such things don't concern you then you should have no problems. You're even supplied with a small screwdriver to aid you in the dismantling and rebuilding of your PSP.

A fun and unusual accessory for a reasonable price, anyone looking to customise their PSP should consider one of these.

**SCORE: ★★★★★**



### GameDr Motorised UMD Cartridge Cleaner £9.99

**IF YOU KEEP** getting your UMDs covered in all kinds of crap then GameDr has come to the rescue with this handy little tool. Its magnetic nub will latch on to the centre of the UMD, while the open part of the disc rests on top of a soft felt cloth. One press of the button and the disc is spun around inside of its plastic shell while the cloth brushes every part of the disc as it is exposed.

While we recognise that UMDs can become dirty, and due to the plastic casing are difficult to clean properly; it's pretty tough to get a UMD so dirty that it needs a rigorous clean. Even if it did this UMD cleaner doesn't exactly provide one. It will get rid of some fingerprints and dust, but you'll really need to couple it with some CD cleaning solution if you want it to work effectively. For the price it would be nice if a small bottle of the stuff was provided; unfortunately, if you want some you'll have to fork out for it yourself.

It's a decent enough idea and is certainly compact enough to be portable; however, it is a little over-priced for what it is. It doesn't even come with batteries...

**SCORE: ★★★**





# JOIN THE DEBATE...

**www.play-mag.co.uk/forum**

THE PSP FUN doesn't end when you've read the latest issue of Go>Play from cover to cover. Get yourself on the net and come on over to our forum. You can chat directly to the people who put your favourite magazine together and discuss the highs and lows of PSP gaming with loads of other readers.

## Magazine Discussion

Chat about the mag with us and other readers. Tell us what you like or don't like, or simply shower us with compliments – we like that.

GoPlay magazine discussion

Headlines: The official Play and GoPlay magazine forum Forum Index > GoPlay magazine discussion

Topic	Replies	Author	Views	Last Post
1. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
2. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
3. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
4. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
5. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
6. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
7. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
8. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
9. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
10. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am

## Headlines

Find out all the latest news in the world of PlayStation and chat about it to your heart's content.

Headlines

Headlines: The official Play and GoPlay magazine forum Forum Index > Headlines

Topic	Replies	Author	Views	Last Post
1. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
2. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
3. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
4. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
5. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
6. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
7. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
8. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
9. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
10. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am

## First Play

Got an opinion on a game? Then share it with the world here. This is the place to tell everyone what games float your boat or sink it without a trace.

First Play

Headlines: The official Play and GoPlay magazine forum Forum Index > First Play

Topic	Replies	Author	Views	Last Post
1. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
2. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
3. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
4. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
5. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
6. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
7. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
8. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
9. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
10. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am

## Play Retro

If you love old games as much as we do you'll want to talk about them in here. From *Space Invaders* and *Dizzy* to *Oddworld* and *Duke Nukem* – if it's old it's welcome.

Play Retro

Headlines: The official Play and GoPlay magazine forum Forum Index > Play Retro

Topic	Replies	Author	Views	Last Post
1. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
2. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
3. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
4. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
5. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
6. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
7. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
8. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
9. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
10. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am

## General Gaming

Any game, any format, any genre. It doesn't matter what you discuss in here as long as it's games from the latest G7A to the price of the Playstation 3.

General Gaming

Headlines: The official Play and GoPlay magazine forum Forum Index > General Gaming

Topic	Replies	Author	Views	Last Post
1. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
2. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
3. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
4. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
5. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
6. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
7. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
8. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
9. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
10. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am

## Ask Us How!

Got a particular query about the forum, the mag or a game? Post it in here and we'll do our best to give you an answer, or at least point you in the right direction.

Play & GoPlay - Ask Us How!

Headlines: The official Play and GoPlay magazine forum Forum Index > Play & GoPlay - Ask Us How!

Topic	Replies	Author	Views	Last Post
1. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
2. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
3. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
4. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
5. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
6. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
7. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
8. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
9. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
10. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am

## Movies, Music and Television

Talk about the latest release at the cinema, last week's episode of *Lost* or the last album you bought – the choice is yours.

Movies, Music and Television

Headlines: The official Play and GoPlay magazine forum Forum Index > Movies, Music and Television

Topic	Replies	Author	Views	Last Post
1. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
2. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
3. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
4. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
5. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
6. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
7. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
8. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
9. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
10. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am

## Bring and Buy

Got something to sell but don't want to pay those online auction fees? See if you can find a buyer for your stuff right here.

Bring and Buy

Headlines: The official Play and GoPlay magazine forum Forum Index > Bring and Buy

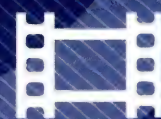
Topic	Replies	Author	Views	Last Post
1. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
2. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
3. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
4. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
5. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
6. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
7. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
8. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
9. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am
10. [Poll] I like the new cover!	12	Artemis	475	Fri Jul 07, 2006 10:35 am

...so what are you waiting for? Come and have your say!



# go>PLAY

## is evolving...



# Log on to

[www.play-mag.co.uk/goplay](http://www.play-mag.co.uk/goplay)



# Download it for **FREE!** and get these cool extras...

- All the latest news from the world of PSP
- Comprehensive reviews and previews of new PSP games
- Coverage of online PSP gaming
- UMD music and movie reviews in every issue
- A-Z of PSP gaming
- And it's all for FREE!

**Online –  
8 February**





# DIRECTORY

THE GOOD, THE BAD AND THE NOT-SO-UGLY LIST OF PSP GAMING

TITLE	PUBLISHER	ISSUE	SCORE	THOUGHT FOR THE DAY
50 Cent: Bulletproof – G-Unit Edition	VU Games	12	40%	If you're a fan then this might appeal in some way.
Ace Combat X: Skies Of Deception	SCEE	12	80%	It can get a bit stale, but there's plenty of action on offer.
Ape Academy	SCEE	1	85%	Simian silliness of the highest order and tremendously enjoyable to boot.
Ape Academy 2	SCEE	10	85%	More monkey madness that, as you can tell, is no better or worse than the original game.
Ape Escape: On The Loose	SCEE	1	62%	Do we really need this old PSone game on our shiny new PSP?
Ape Escape P	SCEE	5	74%	A port of the old PSone version with virtually no improvements at all.
Archer Maclean's Mercury	Atari	1	82%	A tough challenge but there's no way you'll be able to tear yourself away.
Armored Core: Formula Front – Extreme Battle	505 Gamestreet	5	56%	Great for hardcore mech fans, impenetrable to everyone else.
Astonishia Story	Ubisoft	7	61%	Pretty outdated as far as RPGs go, this will struggle to hold your interest until the end.
ATV Offroad Fury: Blazin' Trails	SCEE	2	70%	Fun for a while, but only if you don't mind a rather limited experience.
B-boy	SCEE	10	83%	Combines elements of beat-'em-ups and <i>Tony Hawk's</i> to create a surprisingly good game.
Blade Dancer: Lineage Of Light	Ignition	10	70%	Very tough to get into and a little bit dull, but it does have a few redeeming features to boost its score.
Bliss Island	Codemasters	13	65%	It's quite fun for a short time, a very short time.
Bomberman	Konami	12	80%	Can be dull on your own but with mayes it's a blast.
Burnout Legends	Electronic Arts	1	71%	The lack of draw distance ruins the fun, but <i>Legends</i> is still worth a play.
Breath Of Fire III	Capcom	4	76%	A decent effort but starting to show its age now.
Brothers In Arms: D-Day	Ubisoft	13	82%	The controls are tricky, but this is good gaming.
Bubble Bobble Evolution	Rising Star Games	11	70%	A nice update but a little too much backtracking makes some levels a chore.
Bust-A-Move Ghost	505 Gamestreet	5	85%	Hugely playable and addictive, though the 'spooky' treatment does nothing for the game.
Capcom Classics Collection Reloaded	Capcom	12	79%	Another solid collection but not quite as strong as the first.
Capcom Classics Collection: Remixed (Import)	Capcom	6	81%	Well, here's a mixed bag of retro gaming where the good outweighs the bad.
Carol Vorderman's Sudoku	Xplosiv	6	69%	Better than <i>Go! Sudoku</i> , but it's still just a Sudoku game.
Cars	THQ	8	71%	Not a particularly demanding title, but it's certainly not a terrible game.
Championship Manager	Eidos	2	80%	Addictive, but there's plenty of room for improvement.
Championship Manager 2006	Eidos	5	81%	A little shy of <i>Football Manager's</i> greatness but not far off.
Coded Arms	Konami	1	64%	Okay attempt at an FPS but not quite okay enough.
Colin McRae Rally 2005 Plus	Codemasters	1	83%	Just like the PS2 version but a bit smaller in size.
Crash Tag Team Racing	Vivendi	2	77%	<i>Bandicoot</i> fans should find this funny, innovative and perfect for the PSP.
Darkstalkers Chronicle: The Chaos Tower	Capcom	1	79%	A good game and a good port, but the controls are far from perfect.
Daxter	SCEE	4	89%	Not overly original, but manages to be an addictive platformer all the same.
Dead To Rights: Reckoning	Electronic Arts	3	63%	Reasonable blasting action that quickly gets repetitive.
Def Jam Fight For NY: The Takedown	Electronic Arts	8	81%	Smashing the crap out of rappers is fun if repetitive.
Dragon Ball Z: Shin Budokai	Atari	5	69%	Too much button mashing mars what could have been a decent beat-'em-up.
Dynasty Warriors	Koei	1	70%	Fun at first but even fans will be a little bit disappointed.
Dynasty Warriors Volume 2	Koei	13	60%	Better than you might expect, but still not great.
EA Replay	EA	12	85%	Not a wealth of games on offer but what's there is quality.
Eragon	Vivendi Universal	13	78%	All-round competency with an enjoyable combat mechanic and a great multiplayer mode.
Everybody's Golf	SCEE	1	91%	Fun, addictive and perfect golfing in almost every way.
Every Extend Extra (Import)	Namco Bandai	10	91%	An original and addictive puzzle game that gives <i>Lumines</i> a run for its money.
Exit	Ubisoft	3	83%	Enjoyable puzzle action that can get a bit frustrating.
F1 Grand Prix	SCEE	1	81%	Spot-on adaptation of the sport, worthy of a decent place on the grid.
Family Guy	2K Games	13	60%	Fun at first, but rapidly becomes a repetitive and frustrating chore to play. A Shame.
Field Commander	Ubisoft	8	81%	Quality strategy game that offers engrossing gameplay on and offline.
FIFA 06	Electronic Arts	1	76%	Possibly the best footy game on PSP (after <i>Pro Evo 5</i> ).
FIFA 07	Electronic Arts	11	81%	Better than last year's but still needs some work.
FIFA Street 2	Electronic Arts	4	76%	PSP is clearly the best place for <i>FIFA Street</i> – it's actually quite good.
FIFA World Cup Germany 2006	Electronic Arts	6	72%	A solid footy experience but it lacks the flair to make it great.
Fight Night Round 3	Electronic Arts	3	93%	You need this absolutely fantastic boxing simulation in your collection.
Fired Up	SCEE	1	59%	Just about playable, but not worth anything more than a passing look.
Football Manager Handheld	Sega	4	88%	A cut-down version of the game that is still just as compelling as ever.
Football Manager Handheld 2007	Sega	12	91%	The best gets even better – prepare for it to take over your life.
Ford Street Racing – L.A. Duel	Xplosiv	11	73%	A great little budget game that does exactly what it says on the tin.
Formula One 06	SCEE	8	77%	A decent Formula One sim that has some impressive online capabilities.
From Russia With Love	Electronic Arts	4	62%	A poor PS2 game that's even worse on PSP. Goodbye, Mr Bond.
Gangs Of London	SCEE	9	80%	Loads of stuff to see and do, but dodgy controls hold it back from greatness.

## goPLAY HIGH SCORERS



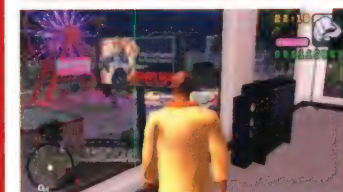
**THRILLVILLE** 90%  
The only place you can design and ride rollercoasters while sitting on the bog.



**FIGHT NIGHT ROUND 3** 93%  
You need this game – it's a pugilist's paradise.



**LOCOROCO** 95%  
If this isn't in your collection you really don't deserve to own a PSP.



**GRAND THEFT AUTO: VICE CITY STORIES** 97%  
Bigger and bolder than Liberty City, but not worthy of a higher score.



**PRO EVOLUTION SOCCER 6** 91%  
The best footy game on the PSP! Stop reading and get buying

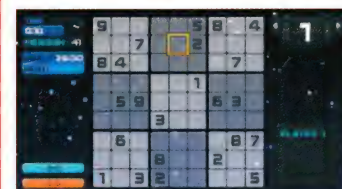


TITLE	PUBLISHER	ISSUE	SCORE	THOUGHT FOR THE DAY
Generation Of Chaos (Import)	Nippon Ichi	7	73%	A strange mix of RTS and RPG that sort of works. Good but not great.
Gitaroo Man Lives!	Koei	9	89%	This port of the PS2 version is almost perfect. The best rhythm game on PSP!
Go! Sudoku	SCEE	2	40%	An expensive way to play a game that really only needs a pen and paper.
The Godfather	Electronic Arts	10	78%	A shame the driving had to go but it's still a solid game, for a film licence.
Gottlieb Pinball Classics	System 3	4	86%	Well-crafted and the provider of hours of enjoyment.
Gradius Collection (Import)	Konami	8	76%	A solid collection that's sadly missing the fifth game in the series.
Grand Theft Auto: Liberty City Stories	Rockstar	1	97%	Quite simply the best there is. If you only buy one game, make it this one.
Grand Theft Auto: Vice City Stories	Rockstar	12	97%	Bigger and bolder than Liberty City but not worthy of a higher score.
GripShift	Ubisoft	1	69%	An interesting kart-based game with not enough racing.
Guilty Gear XX #Reload (Import)	Sega	7	89%	Plays far better than Street Fighter and Darkstalkers - this is the 2D beat-'em-up of choice.
Gun Showdown	Activision	13	77%	Not quite the rootin', tootin' Wild West action we were hoping for.
Harry Potter And The Goblet Of Fire	Electronic Arts	1	70%	It's good for the fans, but sadly not many others.
The Hustle: Detroit Streets	Deep Silver	12	60%	A decent enough pool sim but it's nothing spectacular.
Infected (Import)	THQ	4	77%	A gory horror-fest that gets slightly repetitive. Great multiplayer, though.
Juiced: Eliminator	THQ	7	77%	Not the best looking 'pimper' but definitely more fun to play than its rivals.
Justice League Heroes	Eidos	13	70%	Not particularly bad, but not particularly amazing either.
Kao Challengers	Atari	2	55%	Surprisingly good multiplayer, but everything else about this is so, so bad.
KAZook	Xplosiv	11	79%	A surprisingly fun collection of bizarre mini-games.
Key Of Heaven	SCEE	4	80%	Looks lovely and plays well too, unfortunately Key Of Heaven is just too damn repetitive.
Killzone: Liberation	SCEE	11	90%	A little difficult but otherwise a fantastic game.
Koloomn	505 Gamestreet	5	70%	Best played with a friend as the single-player isn't particularly engaging.
LA Rush	Midway	12	28%	Something has gone seriously wrong in the transition from PS2.
Lego Star Wars II: The Original Trilogy	LucasArts	10	88%	Although it's a little easy, there's so much fun to be had in the Star Wars universe.
Lemmings	SCEE	2	82%	The suicidal critters are back and they're just as good as you remember.
LocoRoco	SCEE	7	95%	If this isn't in your collection you don't really deserve to own a PSP.
The Lord Of The Rings: Tactics	Electronic Arts	1	74%	Decent effort from EA, but it falls short of its potential.
Lumines	Ubisoft	1	88%	Delightful to watch and addictive to boot - this really is puzzle heaven.
Lumines II	BVG	12	90%	Somehow this is even more addictive than the first - we love it!
Madden NFL 06	Electronic Arts	2	76%	Too much is missing from the PS2 version for this to get top marks.
Madden NFL 07	Electronic Arts	10	74%	Some annoying controls keep this from scoring a convincing touchdown.
Marvel Nemesis: Rise Of The Imperfects	Electronic Arts	1	73%	A reasonable beat-'em-up, but flawed and nowhere near as good as it sounds.
Me And My Katamari (Import)	Electronic Arts	3	91%	Quirky, crazy and bizarre, but you'll love it.
MediEvil: Resurrection	SCEE	1	67%	Big on personality if not on gameplay. A disappointing return for Sir Dan.
Medal Of Honor: Heroes	EA	12	82%	A few glitches aside this is a great shoot-'em-up, if a little short.
MegaMan Maverick Hunter X	Capcom	4	82%	Rock hard, but great fun once you get to grips with it.
MegaMan Powered Up	Capcom	3	79%	This valiant effort isn't the best MegaMan game on PSP.
Mercury Meltdown	Ignition	10	63%	Our high hopes were dashed by this frustratingly difficult sequel.
Metal Gear Acid	Konami	1	82%	Tough to learn, but an original slice of action for fans.
Metal Gear Acid 2 (Import)	Konami	5	91%	Fixes all the flaws of the first game - essential!
N/A Metal Gear Solid Digital Graphic Novel	Konami	12	83%	For dedicated fans only, but pleasingly comprehensive.
Miami Vice: The Game	Vivendi Universal	8	76%	While not a classic, this decent shoot-'em-up still contains some nice touches.
Micro Machines V4	Codemasters	7	80%	A rather tricky difficulty level slightly mars an otherwise fun game.
Midnight Club 3: DUB Edition	Rockstar	1	70%	If 'pimping rides' is your thing then look no further.
N/A Midway Arcade Treasures: Extended Play	Midway	4	77%	A strong compilation with some real classics on board.
Mind Quiz	Ubisoft	13	65%	Bit of a Ronseal game, this one. A pretty solid title, but not worth getting moist about.
Monster Hunter Freedom	Capcom	5	79%	There's some frustration and boredom at first, then it becomes an ultimately great adventure.
Mortal Kombat: Unchained	Midway	12	86%	Mortal Kombat on your PSP - what's not to like?
MotoGP	SCEE	11	79%	A decent conversion of the popular PS2 bike sim.
MX Vs. ATV Unleashed: On The Edge	THQ	5	65%	A so-so racer that is fun for a while, but ultimately an unfulfilling game.
Nascar	EA	12	51%	This style of racing just doesn't fit the PSP.
NBA Ballers: Rebound	Midway	5	88%	Nice to look at and fun to play, a great b-ball game.
NBA Live 07	EA	13	81%	An improvement but still needs some tweaking before it's perfect.
NBA Street: Showdown	Electronic Arts	1	87%	Great conversion of a solid game - truly excellent in multiplayer.
Need for Speed Carbon - Own The City	EA	13	XX%	Some improvements over previous titles and fresh ideas that make it a
Need For Speed Most Wanted	Electronic Arts	1	68%	Not particularly good, but adequate all the same.
Need For Speed Underground Rivals	Electronic Arts	1	61%	'Pimped' to the post by the superior Midnight Club.
NFL Street 2: Unleashed	Electronic Arts	1	76%	Fun but still plagued by the flaws of the PS2 version.
NHL 07	EA	13	89%	A cracking ice hockey game, even if you're not bothered about the sport.
OutRun 2006: Coast 2 Coast	Sega	3	93%	Looks amazing, plays even better. Yet another great PSP racing title.
Pac-Man World 3	Electronic Arts	7	40%	As generic as they come despite a few stolen moments of fun.
N/A Passport To... London	SCEE	11	65%	A decent guide but not detailed enough to be indispensable.
Pilot Academy	Rising Star	10	84%	Fun and varied, this flight sim is well worth checking out.

# goPLAY TOP 5 WORST GAMES



**1. LA RUSH**  
As our review said, "something has gone seriously wrong in the transition from PS2". Steer clear.



**2. GO! SUDUKO**  
Maybe this would've got more than 40 per cent if the lovely Carol had have endorsed it. Nevermind...



**3. PAC-MAN WORLD 3**  
Just stick to the old-school arcade version - playing this game will make you want you to pop pills.



**4. SPIDER-MAN 2**  
Unfortunately Spidey's efforts in this game don't do the licence justice. Better luck next time.



**5. NASCAR**  
This style of racing isn't well suited to the PSP, so it finishes in fifth place with 51 per cent.



TITLE	PUBLISHER	ISSUE	SCORE	THOUGHT FOR THE DAY
Pirates Of The Caribbean: Dead Man's Chest	Buena Vista Games	8	59%	Has its moments but ultimately just isn't that fun.
Pocket Racers	Konami	10	48%	The only miniature racer you need is <i>Micro Machines</i> .
PoPoLoCrois	Agatec	3	69%	Far too simplistic to satisfy the majority of RPG fans.
Power Stone Collection	Capcom	10	91%	Two classic games on one UMD and an essential party game.
PQ: Practical Intelligence Quotient	D3Publisher	4	75%	An original piece of brain-bending puzzle action that can get frustrating.
Prince Of Persia: Rival Swords	Ubisoft	13	83%	A technical achievement, with some tasty extras.
Pro Evolution Soccer 5	Konami	2	79%	A decent footy game on PSP, but a few flaws hold it back from classic status.
Pro Evolution Soccer 6	Konami	11	91%	Trounces all over the competition, you need this in your collection.
ProStroke Golf: World Tour 2007	Oxygen Interactive	11	78%	A refreshing alternative to the endless <i>Tiger Woods</i> updates.
Pursuit Force	SCEE	1	89%	High-speed hi-jinks that really show off the PSP.
Puyo Pop Fever	Sega	6	68%	Not the best puzzler on PSP, but still a decent effort.
Rengoku II: The Stairway To H.E.A.V.E.N.	Konami	10	45%	Better than the original, but it's still not much fun.
Ridge Racer	SCEE	1	92%	<i>Ridge</i> is back on form with a truly fantastic PSP debut.
Ridge Racer 2	SCEE	10	82%	If you own the first there's not enough new stuff to warrant buying this.
Samurai Warriors: State Of War	Koei	4	75%	Provides a decent slice of hack-'n'-slash fun, but it's nothing particularly special.
Scarface: Money, Power, Respect	Vivendi	12	60%	This is an interesting compliment to the PS2 game, but isn't particularly engaging.
Scooby Doo! Who's Watching Who?	THQ	12	66%	Does exactly what you expect of it, not great but not terrible.
Sega Mega Drive Collection	Sega	12	90%	Filled to the brim with fantastic retro games. The best collection yet!
The Sims 2	Electronic Arts	2	86%	<i>The Sims</i> is always great and that doesn't change on the PSP.
SOCOM US Navy SEALs: Fireteam Bravo	SCEE	4	91%	A few control problems don't mar this excellent tactical shoot-'em-up.
Sonic Rivals	Sega	13	73%	Just give us a traditional <i>Sonic</i> game instead of these gimmicks!
Spider-Man 2	Activision	1	47%	Spidey's latest outing sadly pales in comparison to the PS2 version.
Splinter Cell: Essentials	Ubisoft	3	80%	Not a bad first outing for Sam Fisher, but we were expecting more.
SpongeBob SquarePants: The Yellow Avenger	THQ	6	52%	Buy the movie on UMD instead; it's cheaper and a lot more fun.
SSX On Tour	Electronic Arts	4	87%	Great single-player, great multiplayer, and looks to die for.
Star Wars Battlefront II	LucasArts	2	80%	Controls take getting used to but still an absolute blast.
Star Wars: Lethal Alliance	Ubisoft	13	81%	One of the best uses of the licence and something that most fans will enjoy.
Street Fighter Alpha 3 MAX	Capcom	3	80%	Arcade-perfect port let down by the awkward controls.
Street Riders	Ubisoft	5	56%	<i>187 Ride Or Die</i> with a different name but, in reality, still just as rubbish.
Super Monkey Ball Adventure	Sega	7	78%	It's <i>Monkey Ball</i> , which is great, but it's too hard, which is bad.
Syphon Filter: Dark Mirror	SCEE	6	93%	A fantastic game on nearly every level, miss this at your peril.
Taito Legends Power-Up	Xplosiv	10	76%	Missing a few classics but still filled with retro goodness.
Tales Of Eternia	Ubisoft	3	84%	Despite offering little that's new, it still manages to be highly addictive.
Talkman	SCEE	6	72%	A great idea but there aren't enough phrases to make it an indispensable buy.
Tekken: Dark Resurrection	SCEE	9	94%	Do you even need to ask? This is the greatest handheld beat-'em-up ever!
Tenchu: Time Of The Assassins	Sega	8	60%	Camera problems and a terrible draw distance mean this hasn't got much going for it.
Thrillville	Atari	13	90%	A fun simulation where every single part is scarily in-depth.
Tiger Woods PGA Tour 07	EA	11	81%	Still a great golf game but too similar to <i>Tiger Woods 06</i> .
TOCA Race Driver 2	Codemasters	1	81%	Carbon copy from PS2, but it does manage to impress.
TOCA Race Driver 3	Codemasters	13	80%	Will please its fans and has the potential to appeal to petrolheads.
Tokobot	Take 2	3	72%	A nice idea that doesn't really work as well as it should.
Tomb Raider: Legend	Eidos	6	78%	Some control issues let Lara down, but this is still a solid adventure.
Tom Clancy's Rainbow Six Vegas	Ubisoft	13	87%	Entertaining shooter that captures the spirit of the franchise without too many compromises.
Tony Hawk's Underground 2 Remix	Activision	1	70%	More of the usual boarding antics let down by some rather dodgy controls.
Twisted Metal: Head On	SCEE	2	70%	Fun in multiplayer but this game is plagued by annoying control issues.
Ultimate Ghosts 'N Goblins	Capcom	9	91%	Takes the retro template and builds an awesome game around it - essential!
Untold Legends: Brotherhood Of The Blade	SCEE	1	73%	A button-bashing RPG that unfortunately doesn't quite make the grade.
Untold Legends: The Warrior's Code (Import)	Ubisoft	6	78%	Offers nothing particularly original, but fans will enjoy it.
Valkyrie Profile: Lenneth (Import)	Square Enix	9	89%	One of the better RPGs on PSP even if it is more suited to console gaming.
Viewtiful Joe: Red Hot Rumble	Capcom	5	85%	A little mad on the eyes but still a great deal of fun.
Virtua Tennis World Tour	Sega	1	90%	One of the most addictive games on the PSP to date, an essential buy.
Who Wants To Be A Millionaire? Party Edition	Ubisoft	13	83%	A new twist on the formula that works surprisingly well.
WipEout Pure	SCEE	1	88%	Fast, beautiful and intense futuristic racing game.
World Poker Tour	2K Sports	5	81%	Great poker for both poker veterans and newcomers.
World Snooker Challenge 2005	Sega	1	89%	Filled with content, and plays surprisingly well.
World Tour Soccer 2	SCEE	7	74%	A worthy effort to take the genre in a new direction. Arcadey but fun.
World Tour Soccer: Challenge Edition	SCEE	1	71%	No trailblazer, but worthy of Premier League status.
Worms: Open Warfare	THQ	5	84%	<i>Worms</i> , back to its 2D best with a solid single-player experience and a fantastic multiplayer too.
WRC	SCEE	1	65%	Solid but lacklustre racing coming a firm second place to <i>Colin</i> .
WWE SmackDown Vs. RAW 2006	THQ	2	90%	A perfectly formed miniature version of the PlayStation 2 grappler.
WWE SmackDown Vs. RAW 2007	THQ	12	88%	Despite some control issues this is still a superb grappler.
X-Men Legends II: Rise Of Apocalypse	Activision	2	69%	Fun for fans of the super-mutants but far from perfect.

## goPLAY TOP 5 FILM TRILOGIES



### 1. DIE HARD

John McClane and this trilogy's action-packed awesomeness means that it's worthy to be top o' the pile.



### 2. INDIANA JONES

Indy swings in at number two with a whip-cracking treat of a trilogy. Look out for snakes!



### 3. BACK TO THE FUTURE

The combination of hover boards, time travelling and the DeLorean make this a must-have set.



### 4. GODFATHER

See the Corleone family in all their glory. Everyone needs this collection of mafia goodness.



### 5. SCREAM

If you were Neve Campbell and people kept trying to kill you, wouldn't you leave the country?



The Voice Of Playstation Gaming For Over A Decade

# PLAY

NEW ISSUE  
OUT NOW ▶

in every  
packed issue

- ◉ DEDICATED PLAYSTATION 3 COVERAGE
- ◉ AUTHORITATIVE REVIEWS
- ◉ LATEST NEWS AND ANALYSIS
- ◉ PLAYSTATION RETRO

The UK's  
bestselling  
PlayStation  
magazine

plus

## FREE DVD EVERY ISSUE

Over 2 hours of exclusive PlayStation 3, PS2 & PSP video!

Available from all good newsagents or call for  
a copy direct on 08704283053

visit us at  
[www.play-mag.co.uk](http://www.play-mag.co.uk)

Playstation 3 PS2 PSP 演劇端末

# PLAY

The UK's best unofficial PlayStation magazine

賭博マガジン

ISSUE  
NO 148



## RIDGE R

Namco's perennial racer heads up our PlayStation 3



PLAYSTATION DVD



**www.crazycomms.co.uk**

**ORDER NOW - STRAIGHT TO YOUR PHONE**  
(WAP ENABLED COLOUR MOBILE - some older handsets may not be compatible)

- NO SUBSCRIPTIONS
- NO RIP-OFFS
- FAST, EFFICIENT SERVICE

**BO RAT**

**MOBILE KARAOKE**

FULL LENGTH VIDEO  
KARAOKE just £4.50

Classic songs on your phone. Text: 9CRAZY(space)CODE to 88833

Angels 178168  
You Raise me Up 178873  
New York New York 178614

I got U Babe 178179  
Daydream Believer 178689  
You're Beautiful 178185

**VOICETONES**

Sexytime 1 202361  
Strong Wife 202363

**SOUND FX**

High Five 202365  
I like you 202366  
Nice! 202368

Text: 11CRAZY  
(Space)CODE  
to 88833

**RETRO GAMES**

PAC MAN and Space Invaders plus a whole host  
of the best Retro Games ... play them on your mobile ... for only £4.50

PACMAN 187879  
TETRIS 111561  
SPACE INVADERS 124219  
CONNECT 4 178898  
SOLITAIRE 161106  
LEMMINGS 123122



FRUIT MACHINE 110209  
MONOPOLY 167641  
DARTS 110842  
PUB QUIZ 165483  
DUCK SHOOT 167026  
PINBALL 167962

"Bring back the Memories" TEXT: 9CRAZY(space)CODE to 87248



202646

202645

202650

202653

Wallpapers £3.00 - Text 11CRAZY(Space)CODE to 88833

**STREET ROCKET WALLPAPERS - JUST £3.00**  
TEXT: 9CRAZY(Space)CODE to 88833



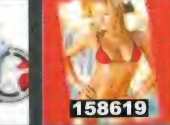
201961



159591

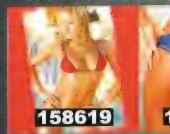


159596

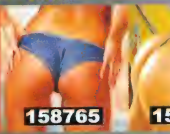


201983

**TASTY BABE WALLPAPERS - ONLY £3.00**  
Text 11CRAZY(Space)CODE to 88833



158619



158765



158777

**VOICETONES  
AND SOUND FX  
JUST £3.00**

This is NOT a subscription service and you will only be charged for the content you order. You must be 16 years to order from this service. Please ask permission of the bill payer before ordering. Make sure your phone is WAP enabled for all products. All ringtones are by session performers in the style of the original recording artists. Please allow up to 24 hours for your product to be delivered. Java Games cost £4.50 plus standard txt msg rate. Wallpapers, ringtones and video tones cost £3.00 plus standard txt msg rate. Operated by Crazy Comms Ltd., PO Box 445, M17 7NP

**CLASSIC RINGTONES**

YOU JUST GOTTA HAVE...  
David Hasselhoff  
Jump in My Car  
CODE 198057

Text: 11CRAZY  
(Space)CODE  
to 88833

**TV THEMES**

**ONLY £3.00**

Knight Rider 107030  
James Bond 176471  
A Team 160136  
Starsky & Hutch 160118  
Star Trek 168516  
Thunderbirds 175927  
Captain Scarlett 108309  
Magnum PI 175860  
Dukes of Hazzard 175915  
Mission Impossible 175866  
Scooby Doo 175891



**Full customer support**  
**Call 0161 240 2060**  
**24hr HELPLINE 0871 872 3725**

**CHEATS DIRECT**

**Cheats, Tips & Walkthrough Guides - Live!**

Examples of our Classic Cheats:

**PS2** Grant Theft Auto: San Andreas - Enter the following code while in-game

Infinite Ammo: L1, R1, Square, R1, Left, R2, R1, Left, Square, Down, L1, L1

**XBox** Star Wars: Battlefront II - Pause game and use the D-Pad

Invincibility: U, U, U, L, D, D, D, L, U, U, U, L, R

**XBox360** Need for Speed Most Wanted - At the title screen, enter

Unlock Porsche Cayman: L, R, R, R, Right, Left, Right, Down

**Instant Cheats Advice from Skilled Operatives**

**No Drawn Out Menu Systems - LIVE CHEATS SERVICE**

**Call us day or night for real-time games advice - fast:**

**0906 407 2353** YOUR LIFE MAY DEPEND ON IT...

**PSP | PlayStation | PlayStation 2 | Xbox | Xbox 360 | DS | GBA | GameCube | PC...**

Calls cost £1.50 per minute from a landline excluding VAT. Call charges from other networks may vary. All callers must be 18 or over.

Please ensure bill payer's permission before calling. Please be aware - not every cheat, tip and guide will be available to us.

For enquiries, contact: Procom - PO Box 60 - TR14 8XJ - UK. Details are correct at time of going to press.



**CALL ME 24/7**  
I'VE GOT WHAT YOU NEED!



Providing Every Cheat You'll Ever Need

# CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

**TOP WALKTHROUGHS PLUS OVER 20,000 CHEATS & TIPS**

**CHEATS**  
TIPS & WALKTHROUGHS

## XBOX 360

American Wasteland\*  
Amped 3  
Battle for Middle Earth 2\*  
Battlefield 2: Mod. Combat  
Blazing Angels: Sq. of WW2  
Burnout Revenge  
Call of Duty 2  
Condemned: Crim. Origins  
Dead or Alive 4  
**Dead Rising**  
Elder Scrolls IV: Oblivion\*  
Elements of Power  
Far Cry Instincts: Predator  
FIFA 06: Rd. to World Cup  
FIFA World Cup 2006\*  
Fight Night Round 3  
Full Auto  
Ghost Recon: Adv. Warf.\*  
Godfather  
Gun  
Hitman: Blood Money  
Kameo: Elements of Power  
King Kong  
Lara Croft T.Raider Legend\*  
Lego Star Wars 2  
LOTR: Battle for M. Earth 2  
Madden NFL 2006  
Modern Combat\*  
Most Wanted\*  
NBA 2K6  
NBA Live 06  
Need for Speed M. Wanted  
NFL 2006 ( Madden)\*  
NHL 2K6  
Oblivion (Elder Scrolls IV)\*  
Outfit\*  
Over G Fighters  
Perfect Dark Zero  
Peter Jackson's King Kong  
PGA Tour 06  
Predator (Far Cry Instincts)\*  
Prey  
Project Gotham Racing 3  
Quake IV  
Revenge (Burnout)\*  
Ridge Racer 6  
Road to FIFA World Cup\*  
Rumble Roses XX  
**Saint's Row**  
Squadrions of WW2\*  
Star Wars: Lego St. Wars 2\*  
The Elder Scrolls: Oblivion  
The Godfather\*  
The Lord of the Rings BME2  
The Outfit  
Tiger Woods PGA Tour 06  
Tom Clancy's GR: Adv. War.  
Tomb Raider: Legend  
Tony Hawk's: Amer. Waste.  
X-Men: The Official Game  
2006 FIFA World Cup  
**Plus Many More...**

## GAMECUBE

Bionicle  
Geist  
Metal Gear Solid: T. Snakes  
Metroid Prime 2: Echoes  
Resident Evil  
**Resident Evil 4**  
Resident Evil Zero  
Sims: Bustin' Out  
Spider-Man: Ultimate  
Starfox Adventures  
Super Smash Bros. Melee  
Viewtiful Joe  
Zelda: The Wind Waker  
**Plus Many More...**

## PS-ONE

Alone in the Dark 4  
Beyblade  
Cem. & Conq.: Red Alert  
Dino Crisis  
Duke Nukem: Time to Kill  
Final Fantasy 7  
Tomb Raider 4: Last Revel.  
Yu-Gi-Oh! Forbidden M.  
**Plus Many More...**

## XBOX

Alter Echo  
Black  
Blade 2  
Brothers in Arms: E.I. Blood  
Brute Force  
Conflict: Vietnam  
Dead to Rights 2  
Destroy All Humans  
Doom III  
Dynasty Warriors 4  
Enter the Matrix  
Fable  
Far Cry: Instincts  
Godfather  
Grand Theft Auto: San An.  
Gun  
Half Life 2  
Halo 2  
Haunted Mansion  
Headhunter: Redemption  
Hitman 2: Silent Assassin  
Hitman 3: Contracts  
Juiced  
King Kong (Peter Jackson's)  
Kingdom U. Fire, Crusaders  
Kingdom Und. Fire: Heroes  
L.A. Rush  
Marc Ecko's Getting Up  
Medal of Honor: Euro. Ass.  
Mercenaries: Pof. Destruct.  
Midnight Club 3: DE Remix  
Need for Speed M. Wanted  
Need for Speed: Carbon  
Need for Speed: Underground 2  
Path of Neo (The Matrix)  
Robot Wars: Ed Destruction  
**Scarface: World Is Yours**  
Sims 2  
Sims: Bustin' Out  
Sonic Heroes  
Star Wars: Knights Old Rep.  
Star Wars: KOTOR2 Sith L.  
Star Wars: Lego St. Wars 2  
Suffering  
The Sims 2  
Tony Hawk's: Amer. Waste.  
WWE Wrestlemania 21  
**Plus Many More...**

## PSP

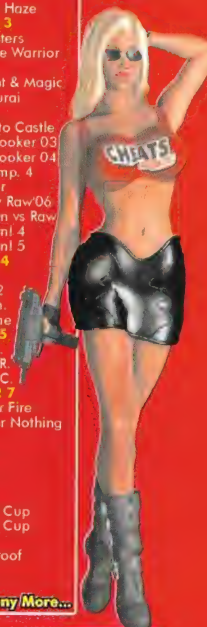
Ape Escape: On the Loose  
Armoured Core: For. Front  
ATV Off-Road Fury 3  
Battlefront 2 (Star Wars)  
Blazin' Trails  
Burnout Legends  
Chaos Tower  
Coded Arms  
Con  
Crash Tag-Team Racing  
Dark Restoration (Tekken)  
Darkstalkers Chronicle  
Daxter  
Dead to Rights: Reckoning  
Death Jr.  
Dragon Ball Z: Sh. Budokai  
Dynasty Warriors  
Essentials (Splinter Cell)  
FIFA 07  
**Football Manager H'held**  
Foot in the Shell: S.A.C.  
Grand Th. Auto: V. City S.  
Grand Theft Auto: L. City S.  
Marvel Nemesis: R.O.T.I.  
Medieval Resurrection  
Midnight Club 3: DUB Ed.  
Need 4 Speed: M.W.5-1-0  
NFS Underground: Rivals  
Ridge Racers  
Smackdown vs Raw 2006  
Splinter Cell: Essentials  
Star Wars: Battlefront 2  
Talkman  
Tekken: Dark Resurrection  
Tiger Woods PGA Tour 06  
Tomb Raider: Legend  
Twisted Metal: Head On  
Vice City Stories  
World Tour Soccer: Ch. Ed.  
**Plus Many More...**

## PLAYSTATION 2

A = 0.1  
Ace Combat 4: Shat. Skies  
Ace Combat 5: Sq. Leader  
Ace Combat Distant Thund.  
Activation Anthology  
Aeon Flux  
Aero Elite: Comb. Academy  
Agassi Tennis Generation  
Age of Empires 2  
Agent Under Fire  
Aggressive Inline  
Airblade  
Alex Ferguson Pl. Man. '02  
Alex Ferguson's P. Manager  
Alien  
Alien Hominid  
Aliens vs. Predator: Extinct.  
All Star Baseball 2002  
All-Star Pro. Wrestling 2  
Alone in the Dark 4  
Alter Echo  
Americas' 10 Most Wanted  
American Pro Truckee  
Amphibuds  
Angel of Darkness  
Ape Escape 2  
Ape Escape 3  
Ape Escape: Pumped & Pr.  
Arc the Lad: Twilight of Sp.  
Area 51  
Armageddon, MDK2  
Armoured Core 2  
Armoured Core 3  
Army Men RTS  
Army Men: Air Attack 2  
Army Men: Sarge's War  
Athens 2004  
Atlantis 3: New World  
ATV Off-Road Fury 2  
ATV Off-Road Fury 3  
ATV Quad Racing 2  
Auto Modellista  
**B = 0.2**  
Backyard Basketball  
Backyard Wrestling 2  
Bad Boys 2  
Baldur's Gate: D. Alliance 2  
Baldur's Gate: Drk. Alliance  
Bard's Tale  
Boss Strike  
Batman Begins  
Batman Vengeance  
Batman: Rise of Sin Tzu  
Battle Engine Aquila  
Battlefield 2: Mod. Combat  
Battlestar Galactica  
Beatdown: F. of Vengeance  
Beyond Good and Evil  
Big Mutha Truckers 2  
Big Mutha Truckers 2  
BIG NBA Street  
BIG SSX Snowboarding  
BIG SSX Tricky  
Bionicle  
Black  
Black and Bruised  
Black Monday (Getaway 2)  
Blade 2  
BloodRayne  
BloodRayne 2  
Bloody Roar 4  
Blow-Out  
BMX XXX  
Bond 007: Agent Und. Fire  
Bond 007: E. or Nothing  
Bond 007: Nightfire  
Bourne  
Bounty Hunter, Star Wars  
Bratz: Rock Angel  
Brian Lara Int. Cricket '05  
Britney's Dance Beat  
Broken Sword 3: S. Dragon  
Brothers in Arms: E.I. Blood  
Buffy 2: Chaos Bleeds  
Bujingai: The Forsaken City  
Bulletproof (50 Cent)  
**Bully**  
Burnout Revenge  
**C = 0.3**  
Call of Duty 2 Big Red One  
Call of Duty: Finest Hour  
Canis Canem Edit  
Celebrity Deathmatch  
Chaos Legion  
Clock Tower 3  
Colin McRae Rally 3  
Colin McRae Rally 4  
Colosseum: Rd. to Freedom  
Conflict: Desert Storm  
Conflict: Desert Storm 2  
Conflict: Global Storm  
Conflict: Vietnam  
Corvette  
Crash Tag Team Racing  
Crash Twinsanity  
Cy Girls  
**D = 0.4**  
Da Vinci Code  
Dark Cloud 2  
Darkwatch  
Dead or Alive 2  
Delta Force: B. Hawk Down  
Destroy All Humans  
Duke  
Devil May Cry  
Devil May Cry 2  
Devil May Cry 3  
Digimon World 4  
Dog's Life  
Dragon Ball Z: Budokai  
Dragon Ball Z: Budokai 2  
Dragon Ball Z: Budokai 3  
Dragon Ball Z: Budokai T.  
Dragon Ball Z: Sagas  
Dragon Quest VIII: JOTK  
Drakengard 2  
DRIV3R  
Driver: Parallel Lines  
Dynasty Warriors 3  
Dynasty Warriors 5  
Dynasty Warriors 5 Xtreme  
**E = 0.5**  
Emperor's Tomb  
Enter the Matrix  
Evil Dead: Fist of Boomstick  
Fahrenheit  
Fantasy 4  
**FIFA 07**  
FIFA 2004  
FIFA 2006  
FIFA Football 2005  
FIFA Street 2  
FIFA Street Soccer  
FIFA World Cup 2006  
Fifty Cent: Bulletproof  
Fight Night Round 2  
Fight Night Round 3  
Final Fantasy X  
Final Fantasy X-2  
Final Fight: Streetwise  
FlatOut  
Forbidden Siren  
Freestyle Metal X  
Full Spectrum Warrior  
Futurama  
**G = 0.7**  
Galactic Wrestling  
Galerians: Ash  
Genji: Dawn of Samurai  
Getaway  
Getaway 2: Black Monday  
Ghost Hunter  
Ghost Recon 2  
Ghost Recon: Adv. Warf.  
God at War  
Godfather  
Goldeneye: Rogue Agent  
Gran Turismo 3  
Gran Turismo 4  
Gran Turismo 4 Pro. Edition  
Grand Theft Auto 3  
Grand Theft Auto: L. City S.  
**Grand Theft Auto: San A.**  
**Grand Theft Auto: V. City**  
Guitar Hero  
Gumball 3000  
Gun  
**H = 0.8**  
H. Potter & Pris. of Azkaban  
H. Potter: Quidditch W. Cup  
Harry Potter: Goblet of Fire  
Hunting Ground  
Haven: Call of the King  
He-Man: Def. of Grayskull  
Headhunter: Redemption  
Hitman 2: Silent Assassin  
Hitman 3: Contracts  
**I = 0.9**  
Jade Cocoon 2  
Jak 2: Remegade  
**J = 1.0**  
Jak 3  
Jak X: Combat Racing  
James Bond 007: Nightfire  
James Bond: E. or Nothing  
Juiced  
Jurassic Park: Op. Genesis  
**K = 1.1**  
Karaoke Stage  
Killswitch  
Killzone  
King Kong (Peter Jackson's)  
King of Route 66  
Kingdom Hearts  
Knight Rider  
**L = 1.2**  
L.A. Rush  
Lara Croft T.Raider Legend  
Lara Croft: A. of Darkness  
Legia: Duel Saga  
Legends of Wrestling 2  
Legion: Leg. of Excalibur  
Lego Star Wars 2  
Leisure Suit Larry: M.C.L.  
Liberty City Stories  
LMA Manager 2003  
LMA Manager 2004  
LMA Manager 2005  
Lord of the Rings: 3rd Age  
Lord of the Rings: F. of Ring  
Lord of the Rings: R. of King  
Lord of the Rings: T. Towers  
**M = 1.3**  
Mace Griffin Bounty Hunter  
Madagascar  
Mafia  
Manhunt  
Marc Ecko's Getting Up  
Mark of Kri  
Marvel Nemesis: R.O.T.I.  
Mat Hoffman's Pro BMX 2  
Matrix: Path of Neo  
Max Payne  
Max Payne 2  
Maximo vs. the Army of Zin  
Medal of Honor Frontline  
Medal of Honor: Euro. Ass.  
Mercenaries: Pof. Destruct.  
Metal Gear Solid 2: Subst.  
Metal Gear Solid 3: S. Eater  
Midnight Club 2  
Midnight Club 3: DE Remix  
Midnight Club 3: DUB Ed.  
Monkey Island, Esc. from  
Mortal Kombat: Deadly All.  
Mortal Kombat: Deception  
Mortal Kombat: Shaolin M.  
MX Mototrax  
MX 2002  
**N = 1.4**  
Napa Breaker  
Naval Op. Warship Gunner  
NBA 2K6  
NBA Ballers  
NBA Street v3  
Need for Speed M. Wanted  
Need for Speed: H. Pursuit  
Need for Speed: Undergr.  
Need for Speed: Underground 2  
NFL Street 2  
NFL Street 3  
NFL 2004  
Nightfire  
**O = 1.5**  
Obscure  
OneEightSeven Ride or Die  
Oni  
Onimusha 3: Demon Siege  
Onimusha: Warlords  
OO7 Agent Under Fire  
OO7 Evlthing or Nothing  
OutRun 2006: C. 2 Coast  
**P = 1.6**  
Path of Neo (The Matrix)  
Pinball Hall of Fame: T.G.C.  
Pitfall Harry  
Playboy: The Mansion  
Predator: Concrete Jungle  
Premier Manager 2002  
Premier Manager 2003  
Pride Fighting Champion  
Primal  
Prince of Persia: 2 Thrones  
Prince of Persia: WWilhin  
Prisoner of Azkaban  
Prisoner of War  
Pro Evolution Soccer  
Pro Evolution Soccer 4  
Pro Evolution Soccer 5  
Project Eden  
Project Snowblind  
Project Zero  
Project Zero 2  
Psi-Ops: Mindgate Cons.  
Psychonauts  
**R = 1.8**  
Ratchet & Clank 2  
Ratchet & Clank 3  
Raw vs Smackdown (WWE)  
Raw vs Smackdown 2006  
Rayman M  
Red Faction  
Res. Evil: Code Veronica X  
Res. Evil: Outbreak File #2  
Resident Evil 4  
Resident Evil: Outbreak  
Rise to Honor  
Robot Wars  
Rocky  
RTX Red Rock  
Run Like Hell  
**S = 1.9**  
San Andreas: GTA  
**Scarface: World Is Yours**  
Scooby Doo: 100 Frights  
Second Sight  
Secret W. Over Normandy  
Serious Sam: N. Encounter  
Shadow Hearts  
Shadow of Rome  
Shadow of the Colossus  
Shadowman 2  
Shellshock Nam '67  
Silent Hill 2  
Silent Hill 3  
Silent Hill 4: The Room  
Simpsons: Hit & Run  
Simpsons: Road Rage  
Sims  
Sims 2  
Sims in the City  
Smackdown vs Raw  
Smackdown vs Raw 2006  
Smackdown! 5: H.C.T. Pain  
Sniper Elite  
SOCOM 3: US Navy Seals  
SOCOM: US Navy Seals  
Soldier of Fortune  
Sonic Gems Collection  
Sonic Heroes  
Sonic Mega Collection Plus  
Soul Calibur 3  
Soul Reaver 2  
Sportin' Total Warrior  
Spine: A Cursed Mummy  
Spider-Man: The Movie  
Spider-Man: The Movie 2  
Spider-Man: Ultimate  
Splinter Cell  
Splinter Cell 2: Pandora T.  
Splinter Cell 3: C. Theory  
Spyro: A Hero's Tail  
SSX On Tour  
SSX Snowboarding  
SSX Tricky  
Star Ocean: End of Time  
Star Trek: Shattered Univ.  
Star Wars Episode III  
Star Wars: Battlefront  
Star Wars: Battlefront 2  
Star Wars: Lego St. Wars 2  
State of Emergency 2  
**T = 2.0**  
Tenchu: Wrath of Heaven  
Terminator 3 R. of Machines  
The Da Vinci Code  
**The Getaway 2 B. Mond.**  
The Godfather  
The Matrix: Path of Neo  
The Simpsons: Hit & Run  
The Sims  
The Sims 2  
The Sims in the City  
The Sims: Bustin Out  
The Suffering: Ties T. Bind  
The Thing  
Theme Park World  
Tiger Woods Golf 2003  
Tiger Woods Golf 2004  
Tiger Woods PGA Tour 06  
TimeSplitters Future Perfect  
TOCA Race Driver 3  
Tom Clancy's GR: Recon 2  
Tom Clancy's GR: Adv. War.  
Tom Clancy's Rainbow Six 3  
Tomb Raider: Legend  
Tomb Raider: The Last Revelation  
Tony Hawk's Pro Skater 3  
Tony Hawk's Pro Skater 4  
Tony Hawk's Underground  
Tony Hawk's: Amer. Waste.  
Total Overdose  
Touist Trophy  
Transformers  
Trap  
True Crime: NYC  
True Crime: Streets of LA  
TUT Superbikes  
Twenty-Four: The Game  
Ty the Tasmanian Tiger 2  
**U = 2.1**  
Ultimate Spider-Man  
Underworld: Eternal War  
Urbz: Sims in the City  
**V = 2.2**  
Van Helsing  
Victorious Boxers 2  
Vietcong: Purple Haze  
**W = 2.3**  
War of the Monsters  
Warhammer: Fire Warrior  
Warriors  
Warriors of Might & Magic  
Way of the Samurai  
Whirl Tour  
Wolfenstein, Rt. to Castle  
World Champ. Snooker 03  
World Champ. Snooker 04  
World Rally Champ. 4  
WWE Crash Hour  
WWE Sm' down v Raw 06  
WWE Smackdown vs Raw  
WWE Smackdown! 5  
WWE Smackdown! 5  
**X = 2.4**  
X-Men Legends  
X-Men: Next Dim.  
X-Men: Off. Game  
**Y = 2.5**  
Yu Yu Hakusho F.  
Yu-Gi-Oh! D. of R.  
Yu-Gi-Oh! C.M.C.  
**Y = 2.7**  
007 Agent Under Fire  
007 Everything or Nothing  
007 Nightfire  
102 Dalmatians  
13 (XIII)  
18 Wheeler  
187 Ride or Die  
2002 FIFA World Cup  
2006 FIFA World Cup  
24: The Game  
50 Cent: Bulletproof  
7 Blades  
Samurai 20XX  
**Plus Many More...**



Cheats & Walkthroughs also available for all these consoles.



## UK'S BIGGEST & BEST CHEATS SERVICE

- OVER 20,000 CHEATS
- NEW CHEATS ADDED DAILY
- COMPILED BY EXPERTS
- 100s OF QUALITY GUIDES
- OVER 3,000,000 SATISFIED CUSTOMERS

**CALL NOW!**

CALL THIS NUMBER TO GET THE BEST CHEATS & GUIDES AVAILABLE  
**09067 592 960**

CALLS COST ONLY 75p PER MINUTE

IN THE U.K. CALL **1560 500 445**

Calls cost only €1.25 per min.  
(Calls from mobiles normally cost more)

Irish Customer Service: 1850 927 197

Users must be aged 16 or over. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. \*Information for forthcoming releases is added as soon as it becomes available, this is usually before the release date. Calls from mobiles may cost more. To contact customer service email [custserv@cheatsunlimited.com](mailto:custserv@cheatsunlimited.com) or call our **UK 24hr Customer Service (Local Rate) 0845 0207 505**. Please put any comments or questions in writing to

Interactive Telcom Ltd, 8 Grants Walk, UK, PL25 5AA



# GAMES CREATED BY GAMERS FOR GAMERS



GAME BOY ADVANCE

# BUY NOW

TELEGAMES

[www.telegames.co.uk](http://www.telegames.co.uk)



ULTIMATE CARD GAMES &  
ULTIMATE BRAIN GAMES

WINNERS OF BEST MULTIPLAYER AWARDS



PlayStation®

ULTIMATE BRAINS GAMES  
NOW AVAILABLE ON  
PLAYSTATION



SOME OF THE OTHER HIT GAMES  
FOR YOUR GBA FROM TELEGAMES

BUY ONLINE AND SAVE £'s FROM **DIRECT4Games.com** PLUS 1,000's OF OTHER BARGAINS!

**TELEGAMES®** supporting all the following game systems and software for over 25 years

PlayStation  
PlayStation 2

ATARI 2600  
ATARI 7800  
ATARI 400/800

GAME BOY COLOR  
Nintendo GAME BOY  
NINTENDO GAMECUBE

NEO-GEO CD  
Nintendo  
GAME BOY ADVANCE

NEO-GEO ROCKET  
INTELLIVISION  
EMERG DRIVE

NEO-GEO  
SEGA SATURN  
SEGA 32X

Dreamcast  
XBOX  
PlayStation 3

VIRTUAL BOY  
JAGUAR

SUPER NINTENDO  
GAME GEAR

Telegames - Kilby Bridge - Wigston - Leicester - LE18 3TE - England EMail [sales@telegames.co.uk](mailto:sales@telegames.co.uk) [www.telegames.co.uk](http://www.telegames.co.uk)  
Tel 0116 2880445 (International +44 116 2880445) Fax 0116 2813437 (International +44 116 2813437)



# WIN! WIN! WIN!

COMPETITION

## COMPETITION

# TEST DRIVE

## Unlimited

### WIN A PSP, COPIES OF TEST DRIVE UNLIMITED AND MODEL CARS!

#### Terms & Conditions

Employees of Imagine Publishing Ltd (including freelancers) and their relatives and any agents involved are ineligible to enter. Competition open to UK and ROI residents only.

The editor's decision is final and no correspondence will be entered into. Prizes cannot be exchanged for cash. The closing date for the competition is 07.02.2007.

No purchase necessary. The winners will be picked at random from all the correct entries. The successful entrants will be notified after 07.02.2007.

AS YOU CAN see from our review, the PSP version *Test Drive Unlimited* is pretty special. No doubt you're probably eager to get hold of a copy. Well, we might just be able to help you out.

We've teamed up with Atari to offer one lucky winner a brand new PSP plus a copy of the game. Five runners-up will also win copies of *Test Drive Unlimited* plus a rather shiny die-cast model car. To be in with a chance of winning these great prizes simply send us the answer to this question:

**How many miles of road are there in *Test Drive Unlimited*?**

#### 1st Prize

Sony PSP plus a copy of *Test Drive Unlimited*

#### Five Runners-up

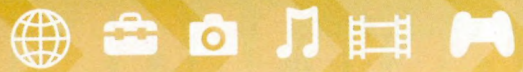
Copy of *Test Drive Unlimited* and a model car

Send your answer on a postcard to the address below or in an email to [goplay@imagine-publishing.co.uk](mailto:goplay@imagine-publishing.co.uk), putting **Test Drive** as the subject. Get your entries in no later than 7 February 2007 and be sure to include your name and address with your entry so that we can send out your prize!

Test Drive Unlimited Comp  
Go>Play Magazine  
Imagine Publishing  
Richmond Hill  
33 Richmond House  
Bournemouth  
Dorset BH2 6EZ







# NEXT MONTH

WHAT YOU CAN EXPECT IN THE NEXT PACKED ISSUE OF GO>PLAY



GO>PLAY 15 ONLINE AND ON YOUR PSP FOR FREE!  
[www.play-mag.co.uk/goplay](http://www.play-mag.co.uk/goplay)  
8TH FEBRUARY







Prices reduce daily : please check website for latest offers !

Softuk.com Ltd is a Major British Video Games and DVD retailer with over 5000 massively reduced online products with savings up to 80%. With the addition of our newly launched Collector Accounts you can now EARN up to 6% CASH BACK off all purchases - visit [www.softuk.com](http://www.softuk.com) for further details and to view a full range of our products!

WWW.SOFTUK.COM FREE UK DELIVERY CODE > **CHEAP GAMES** < ENTER CODE ON CHECKOUT WHEN PROMPTED

## XBOX 360

FROM £9.99 DELIVERED !!

DEAD OR ALIVE 2 EXTREME	£34.99
VIVA PINATA	£34.99
OPEN SEASON	£19.99
DEAD RISING	£29.99
PHANTASY STAR UNIVERSE	£29.99
RAINBOW SIX LAS VEGAS	£39.99
FIFA 2007	£34.99
TIGER WOODS 2007	£37.99
PRO EVOLUTION SOCCER 2007	£37.99
RIDGE RACER 6	£14.99
SONIC THE HEDGEHOG	£29.99
FOOTBALL MANAGER 2007	£34.99

## Wii

TRAUMA CENTRE SECOND OPINION	£32.99
WARIO WARE: SMOOTH MOVES	£32.99
METROID PRIME 3 CORRUPTION	£CALL
ZELDA: TWILIGHT PRINCESS	£32.99
NEED FOR SPEED: CARBON	£32.99
MONKEY BALL: BANANA	£32.99
CALL OF DUTY 3	£32.99
CARS: DISNEY PIXAR	£32.99
GT PRO SERIES	£32.99
RED STEEL	£32.99
FAR CRY VENGEANCE	£32.99

## PS2

HUNDREDS OF PLAYSTATION 2 GAMES AVAILABLE ONLINE RIGHT NOW FROM £4.99 DELIVERED !!

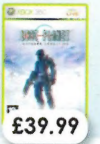
007 FROM RUSSIA WITH LOVE	£6.99
APE ESCAPE 3	£12.99
BARNYARD	£17.99
LMA MANAGER 2007	£14.99
AEON FLUX	£7.99
THRILLVILLE	£19.99
SPLINTER CELL DOUBLE AGENT	£24.99
WORLD CHAMPIONSHIP SNOOKER 2007	£CALL
FIFA 2007	£24.99
TIGER WOODS 2007	£24.99
FINAL FANTASY XII	£29.99
COMBAT ELITE WWII PARATROOPERS	£CALL

EJAY CLUBWORLD	£4.99
GO GO GOLF	£5.99
XS JUNIOR LEAGUE SOCCER	£5.99
WORLD RALLY CHAMPIONSHIP 3 (WRC)	£5.99
AIR RANGER RESCUE HELICOPTOR	£7.99
CONSPIRACY: WMD	£7.99
GOLDENEYE: ROGUE AGENT	£7.99
24 THE GAME	£9.99
BROKEN SWORD THE SLEEPING DRAGON	£9.99
DISNEY'S HAUNTED MANSION	£9.99
ATV OFF ROAD FURY 2	£12.99
BEYOND GOOD AND EVIL	£12.99

### STAR TREK: LEGACY



### LOST PLANET



### GEARS OF WAR



### BLAZING ANGELS



### FAR CRY



### MARVEL: U/A



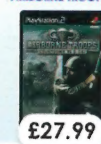
### SMT: DIGITAL DEVIL 2



### OKAMI



### AIRBORNE TROOPS



### GRANDIA 2



### HITMAN: B/MONEY



### WILD ARMS 3



## NINTENDO DS

RESIDENT EVIL DEADLY SILENCE	£17.99
DOGZ E21.99	£21.99
HORSEZ E22.99	£22.99
HAMSTERZ LIFE E22.99	£22.99
LUNAR GENESIS E19.99	£19.99
METEOS E17.99	£17.99
ANIMAL CROSSING E24.99	£24.99
STAR FOX COMMAND E24.99	£24.99
YOSHIS ISLAND E24.99	£24.99
NANOSTRAY E14.99	£14.99
POKEMON DUNGEON BLUE RESCUE TEAM	£24.99
MARIO SMASH BASKET	£24.99
CRASH BOOM RACING	£24.99
LEGO STAR WARS 2	£27.99
BATTLES OF PRINCE OF PERSIA	£9.99
NINTENDOGS ( ALL VERSIONS )	£22.99

## GAME BOY ADVANCE

POKEMON RUBY	£27.99
POKEMON SAPPHIRE	£27.99
POKEMON LEAF GREEN	£24.99
POKEMON FIRE RED	£24.99
FINDING NEMO & NEMO THE CONTINUING ADVENTURE	£12.99
XEVIOUS NES CLASSICS	£4.99
TONY HAWKS UNDERGROUND 2	£7.99
BOKTAI 2: SOLAR BOY	£9.99

## PSP

RIDGE RACER 2	£17.99
MOTOR GP	£24.99
PRINCE OF PERSIA RIVAL SWORDS	£29.99
TOKOBOTS	£9.99
007 FROM RUSSIA WITH LOVE	£12.99
MADDEN 2004	£9.99
LORD OF THE RINGS TACTICS	£CALL
STREET SUPREMACY	£17.99
GITAROOMAN LIVES	£14.99
INFECTED	£14.99
GRIPSHIFT	£14.99
EXIT	£9.99
CHAMPIONSHIP MANAGER	£9.99
KAO CHALLENGERS	£12.99
ARCHER MACLEANS MERCURY	£12.99
EVERYBODYS GOLF	£14.99
TWISTED METAL HEAD-ON	£14.99
TAITO LEGENDS POWER UP	£14.99
WORLD TOUR SOCCER 2	£14.99
ASTONISHIA STORY	£19.99
GITAROO MAN LIVES	£19.99



## PC

Hundreds of PC games online from £3.99 !!

WARHAMMER MARK OF CHAOS	£19.99
BARNYARD	£5.99
OPEN SEASON	£12.99
DARK MESSIAH	£17.99
NEVER WINTER NIGHTS 2	£19.99
FACES OF WAR	£14.99
COMPANY OF HEROES	£14.99
FEAR	£9.99
SNIPER ELITE	£9.99
NEVERWINTER NIGHTS 2	£19.99
GUILD WARS: NIGHTFALL	£19.99
2142 BATTLEFIELD	£19.99

## DVD

Hundreds of DVD movies online from £3.99 !!

2 FAST 2 FURIOUS	£5.99
BACHELOR PARTY	£5.99
MEN OF HONOUR	£5.99
PETER KAY: DRIVEN TO DISTRACTION	£5.99
SOMETHING ABOUT MARY	£5.99
SCOOBY DOO 2	£3.99
6TH DAY: FLATLINERS: GATTICA 3 PACK	£8.99
CATS & DOGS/SCOOBY DOO/IRON GIANT	£8.99
EVOLUTION/MEN IN BLACK/GHOSTBUSTERS	£8.99
ROLLERBALL / FORTRESS / FUTURE SPORT	£8.99
MICHAEL CAINE BOX SET	£12.99
SNOW WHITE/SLEEPING BEAUTY/CINDERELLA	£7.99

## XBOX

RESERVOIR DOGS	£9.99
HALF LIFE 2	£9.99
CONFLICT GLOBAL STORM	£7.99
AEON FLUX	£7.99
ADVENT RISING	£9.99
PRINCE OF PERSIA TWO THRONES	£7.99
TIMESPLITTERS FUTURE PERFECT	£4.99
DEUS EX: INVISIBLE WAR	£5.99
FABLE	£5.99
JAMES BOND 007 NIGHTFIRE	£5.99
MOTO GP: ULTIMATE RACE TECHNOLOGY	£5.99
TOXIC GRIND	£5.99
50 CENT: BULLETPROOF	£5.99



LEGO STAR WARS 2	£29.99
MARIO SMASH FOOTBALL	£34.99
POKEMON XD	£32.99
MARIO PARTY 7 WITH MIC	£32.99
MARIO GOLF-TOADSTOOL TOUR	£29.99
BARNYARD	£9.99
MONSTER HOUSE	£9.99
ZELDA: WIND WAKER	£24.99
ODAMA	£24.99



**WIN A SONY PLAYSTATION 3**

Simply enter your email address online to enter : [www.softuk.com](http://www.softuk.com)



# up to 6% cash back

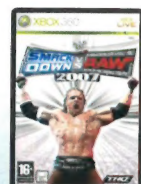
Open one of our newly launched Softuk collector™ accounts today and EARN up to 6% CASH back off all future purchases you make with Softuk.com! Visit [www.softuk.com](http://www.softuk.com) for full details. Don't forget your chance to win a brand new Sony Playstation 3, simply enter your email address on the information sign up page via our online megastore. see website for full details.

on all your game purchases!



Payback example:

Ape Escape 3 : PS2
Street Price £29.99
Softuk Price : £9.99
Save : £20.00 !!
+ FREE UK DELIVERY
+ EARN BACK 6% of net order value £0.51
(added to online account)



Payback example:

WWE SmackDown vs. RAW 2007
Street Price £49.99
Softuk Price : £39.99
Save : £10.00 !!
+ FREE UK DELIVERY
+ EARN BACK 4% of net order value £1.36
(added to online account)

24 - 48 hour Free UK & Ireland delivery : Use free delivery code above on site or call **0870 850 9124**

National rate applies



# UNLEASH YOUR INNER DEMON



**98%**  
GAMES CHRONICLES

**8.3/10**  
GAMESPOT UK

**9.3/10**  
ALL RPG.COM

**99%**  
RPG FAN

**8/10**  
PSM MAGAZINE

**8.5/10**  
PLAY MAGAZINE

## SHIN MEGAMI TENSEI DIGITAL DEVIL SAGA 2 PART-ル・フェー

[www.digitaldevilsaga2.co.uk](http://www.digitaldevilsaga2.co.uk)



**ATLUS**  
[www.atlus.com](http://www.atlus.com)



PlayStation 2

**GHOSTLIGHT**

© 2006 Atlus SMT, Shin Megami Tensei and Digital Devil Saga are trademarks of Atlus USA. Ghostlight is a trademark of GHOSTLIGHT Ltd.  
"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All rights reserved.